



- Should present "medium" level of difficulty for the player
- Carries a melee weapon
- About twice as large as the player character

Some things to consider while working on this challenge:



It's easy to assume that 'brute' refers to a human character, but the text of this brief doesn't specify. What interesting directions could you pursue?

'Medium' difficulty is a great relative descriptor. It might help to think about other enemies that this brute relates to: some that are weaker, and some that are stronger. What could 'medium' look like?

Weapons often serve as a placeholder for 'gameplay style' when it comes to enemies. An enemy with a stealthy knife would behave much differently than a giant wielding a tree trunk as a bat. What are you indicating with your weapon choice?