



Using the results of your previous assignment, create a revised draft of the Brute. This draft can be entirely new, or an updated of your assignment from challenge #01.

Some things to consider while working on this challenge:



These updates from Ryan are interesting: we understand a lot more narrative context about this Brute. How compatible is it with your initial draft? There's still a fair amount of flexibility here, but focusing on words like 'bulk' or 'hamfisted' can help focus the look of your character.

'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?

Ryan provided a bit more clarity on his melee weapon, and it sounds like a central aspect of the enemy's gameplay style. What can you do to make this feature clear to the player?