

Burrow League Captain Mizu

Design Document by A.J. Fulco

Health: 250

Who is Mizu?

Mizu is the youngest of all the Captains (age 13). As a smaller child, she would often be seen playing with the family garden hose, always obsessed with the concept of water pressure. Sometimes going as far as to modify the family hose to see how strong she could get the stream to go. Eventually, this obsession with water earned her a spot in the Sand Highway City Fire Department, and as one of the Burrow League Captains. *Mizu* and Penny grew up together in Check Point Cave until she was about 10 years old when her family moved to Sand Highway City. The two kept in touch, some friendships are just not affected by distance.

Mizu fights by strapping a fire hose to the back of her suite and filling it with water. She can then release the water out of her large sleeves like some kind of large water cannon. Her shots penetrate many surfaces including soft soil. You can't just hide in the ground to avoid taking damage with this fight. She will wash you out. Mizu has two ways of getting around. She will march slowly around the room using the water to hover, she will also use her water to launch herself upward. A special move of hers dubbed "the Faris wheel" see's her jetting water from her arms and legs and spinning clockwise or counterclockwise. Another is her signature "***Bada bada burgage***", zipping from one corner of the arena to the other before releasing her bottled-up water in a big explosion.

Her childish nature makes her extremely playful, and slightly devilish. She sometimes gets too into character and doesn't know when to turn it down.

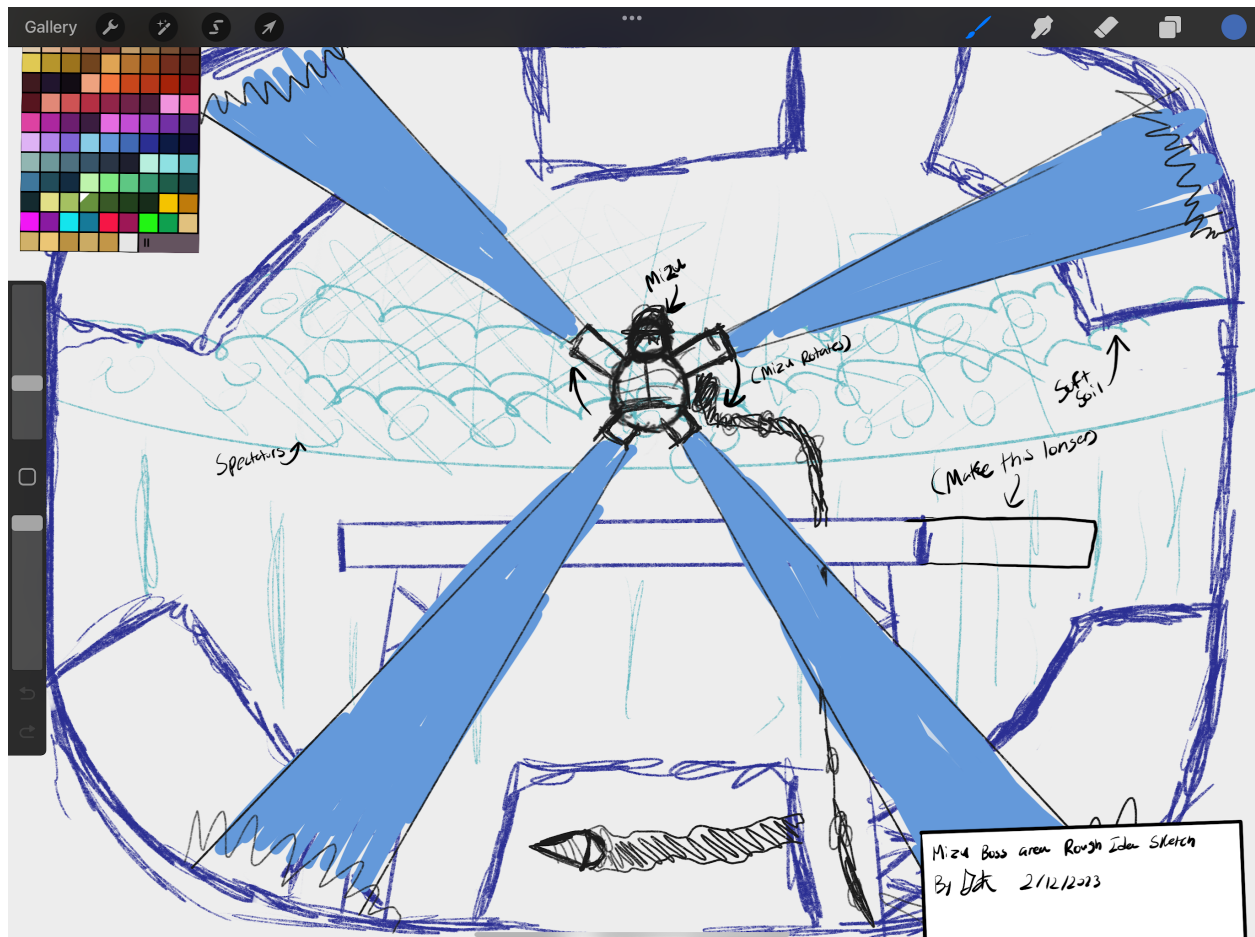


Notes on Boss Movement:

Mizu is meant to feel like a water-powered hovercraft. She has a fire hose attached to the back of her suit which she shoots out of her suit like a cannon at her enemies. Mizu uses the water-propelling ability to move up across the battlefield very quickly. If you run into her when she's moving you will get hurt.

When Mizu starts to move in a direction she does not move at a linear speed. Rather, she eases in and reaches a top speed about 1.2 seconds after she starts to move. She will not stop moving in this direction until she reaches the end of the ground she is standing on.

Boss Arena Design



Mizu's arena is designed like a ring with soil patches all around. There is also a flat patch of land in the middle that stretches to both ends of the arena.

How Water Works:

Water is Mizu's main attack source. It will jet out of her arms or legs in any direction indefinitely until it makes contact with solid ground. Water jets can penetrate soft soil which means the player cannot hide in there until an opportunity arises.

Attacks:

Bada-Bada-Barage:

In this attack, Mizu fills up with water and runs from one end of the ring to another saying "badabadabadabada" This will happen for a random amount of time until she creates an explosion of water yelling BOOM! At the top of her lungs. This explosion fills half the room and should make the player duck for cover on one side of the arena using the slide or coil launch ability. (Damage: 2HP)

Water Cannon:

Take aim at Penny and then launch a huge spool of water at her. Repeat this about 3-4 times. (Damage: 1HP)

Water Jets:

Mizu jumps in the air using a strong stream of water. Eventually, they will stop with a snap and Mizu will fly either left or right then do the same attack again when she is over Penny's head. This will continue 3 times before stopping. (Damage: 1HP)

Cross Streams:

Mizu will go to the middle of the arena and jet upward with all 4 of her limbs shooting water. She will rotate clockwise or counterclockwise. If you hit her with the coil launch in the suite at this point she will pop and you can attack her. (Damage: 1 HP)