# Economy

### Player

Details

* Slow Time = 0.25

### Enemy (Pistol)

Details

* Look Radius 10
* Shoot Delay 1
* Gun End 1

### Enemy (Shotgun)

Details

* Look Radius 10
* Shoot Delay 2
* Gun End 3

### Bullets

Details

* Bullet Speed 10

Raycast distance in front of player

* If close do slash
* If medium do spin
* If long do jump