

Grunt (Cow)	Melee		
	Value in Engine		Value in Engine
Health	1	Damage	1
Move Speed	12.25	Die on Contact?	☑
Rotation Speed	5		
Gravity Multiplier	10		
Speed Compared to Player	-7.75		<
Amount to Kill Player	100		
Dice to Kill	1		
Core Behavior	Move toward the players position at a set speed.		

Charger	Melee		
	Value in Engine		Value in Engine
Health	1	Damage	2
Move Speed	20	Die on Contact?	☑
Rotation Speed	5		
Gravity Multiplier	10		
Speed Compared to Player	0		(=)
Amount to Kill Player	50		
Dice to Kill	1		
Core Behavior	Move toward the player's position when movement began for 2 seconds, then wait for 2 seconds. Repeat		

Tank	Melee		
	Value in Engine		Value in Engine
Health	2	Damage	1
Move Speed	10	Die on Contact?	☑
Rotation Speed	5		
Gravity Multiplier	10		
Speed Compared to Player	-10		<
Amount to Kill Player	100		
Dice to Kill	2		
Core Behavior	Move toward the players position at a set speed.		

Sniper

Initiate	Ranged		
	Value in Engine		Value in Engine
Health	1	Projectile Damage	1
Move Speed	10	Projectile Count	1, linear
Rotation Speed	5	Projectile Speed	100
Gravity Multiplier	10	Fire Every	Second
		Contact Damage	1
		Die on Contact?	☑
Speed Compared to Player	-10		<
Projectiles to Kill Player	100		
Dice to Kill	1		

Core Behavior	If not in line of sight (LOS) with the player, move toward the player. If in LOS, attack.		
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Shotgunner	Ranged		
	Value in Engine		Value in Engine
Health	2	Projectile Damage	1
Move Speed	12.25	Projectile Count	5, spread
Rotation Speed	5	Projectile Speed	100
Gravity Multiplier	10	Fire Every	1.5 Seconds
		Contact Damage	1
		Die on Contact?	☑
Speed Compared to Player	-7.75		<
Projectiles to Kill Player	100		
Dice to Kill	2		

Core Behavior	Move toward the player. If less than 10 units away from the player, attack.		
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Sniper	Ranged		
	Value in Engine		Value in Engine
Health	1	Projectile Damage	5
Move Speed	8	Projectile Count	5, spread
Rotation Speed	5	Projectile Speed	100
Gravity Multiplier	10	Fire Every	2 seconds
		Contact Damage	1
		Die on Contact?	☑
Speed Compared to Player	-12		<
Projectiles to Kill Player	20		
Dice to Kill	1		

Core Behavior	Move toward the player. If less than 10 units away from the player, attack.		
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Player Controller	Dice			
	Value in Engine	Value	Force Multiplier	Cooldown
Health	100	Dice Damage	1	
Move Speed	20	Dice Count	100	
Ground Drag	5	Pull		60
Jump Force	12	Slam		5500
Jump Cooldown	0.25	Shotgun		6000
Air Multiplier	0.9	Fly		
Player Height	1.5			
Gravity Multiplier	2			