Player, Weapon, Item and Enemy Balancing

Player Stats and Abilities:

HP:5

Stamina: 100

Stamina regen: 2 per second (only when standing still)

Walk Stamina Cost: 1 per second

Run Stamina Cost: 5 per second

Dodge Stamina Cost: 20

Dodge has invincibility frames for the first half of the dodge animation

Melee Attack: 2 damage

Melee Attack Stamina Cost: 20

Melee Attack cooldown: 2 seconds

Pistol Stats

Semi Auto Pistol that shoots 1 bullet at a time.

Damage: 1

Stamina Cost: 5

Cooldown: 1 Second

Bullet flies in straight line to mouse pointer position

Shotgun Stats

Pump Shotgun that fires 5 bullets in a 60° arc.

Damage: 1 damage per bullet (1 x 5)

Stamina Cost: 20

Cooldown: 2 seconds

The flight of the 5 bullets should always be the same. 1 bullet flies directly towards the mouse pointer position with the other bullets flying in 15° increments to the left and right of that.

Rifle Stats

3 shot burst rifle that has recoil.

Damage: 1 damage per bullet (1 x 3)

Stamina Cost: 10

Cooldown: 1 second

The flight of the first bullet flies straight to the mouse pointer position with other following bullets deviating slightly from that.

Machine gun Stats

Machine gun that continues to fire as long as the fire button is held. The longer the player fires the more recoil there is.

Damage: 1 damage per bullet (1 x 3)

Stamina Cost: 10 per second shoots 3 bullets per second

Cooldown: 1 second

The flight of the first bullet flies straight to the mouse pointer position with other following bullets deviating slightly from that but the deviation grows the longer the weapon fires.

Health Kit stats

Max hold: 2

Heals 3 HP

Stamina Drug stats

Max hold: 1

Heals 75 stamina

Fast Enemy stats

HP:2

Melee Attack: 1 damage

Melee Attack cooldown: 1 seconds

Movement speed should be slightly faster than player run speed

Ranged Enemy stats

HP:2

Ranged Attack: 1 damage

Ranged Attack cooldown: 2 seconds

Movement speed same as player walk speed

Bullet should fly straight to player position such that if player is already walking they can dodge shots but if player is stood still will have to dodge

Strong Enemy stats

HP:5

Melee Attack: 2 damage

Melee Attack cooldown: 1 seconds

Movement speed same as player walk speed

Puzzle item Design( to be redone by Artist)

