|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Day | Number of zombies | Total life | Total damage | Total drop if total wipe |
| 1 | 5-15 | 50-150 | 25-225 | 25 - 225 |
| 2 | 10-30 | 100-300 | 50-450 | 50- 450 |
| 3 | 15-45 | 150-450 | 75-675 | 75-675 |
| 4 | 20-60 | 200-600 | 100-900 | 100-900 |
| 5 | 25-75 | 250-750 | 125-1125 | 125-1125 |
| 6 | 30-90 | 300-900 | 150-1350 | 150-1350 |
| 7 | 35-105 | 350-1050 | 175-1575 | 175-1575 |
| 8 | 40-120 | 400-1200 | 200- 1800 | 200-1800 |
| 9 | 45-135 | 450-1350 | 225- 2025 | 220-2025 |
| 10 | 50-150 | 500-1500 | 250-2250 | 250-2250 |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Formule

Zombienumbers = day \* 10\* (random between 0.5 ; 1.5)

Zombielife= Zombienumber \* 10

Zombiedamage= zombienumber \* 10\*(0.5 ; 1.5)

Zombiedrop= 10\* zombies killed\* (0,5 ; 1,5)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | cost | defense | Zombiekills needed | Max additions |
| shack | Free + 2 turrets | 1000 | 0 | 10 |
| house | 1000 | 2500 | 67- 200 | 25 |
| bunker | 2500 | 5000 | 167-500 | 50 |
| stronghold | 5000 | 10000 | 334- 1000 | 100 |

|  |  |  |  |
| --- | --- | --- | --- |
| Turret stage | cost | damage | defence |
| Lvl one: standard | 100 | 10 (kills 1 zombie) | 250 |
| Lvl two: Gatling | 250 | 50 (kills 5 zombies) | 250 |
| Lvl three: canon | 1000 | 100 (kills 10 zombies) | 400 |

|  |  |  |  |
| --- | --- | --- | --- |
| Defence type | defence | Numbers/addspot | cost |
| Wooden planks | 10 | 3 | 10 |
| Iron plates | 25 | 2 | 25 |
| Steel and concrete | 100 | 1 | 100 |

total defence: (house) +( turret defence)+ (defensive structures)

Damage from zombies: 70 % on house, 20% on defensive structures, 10% on turrets

Ideas for the lategame

BONUS UPGRADES

turret plating: increases turret defence

25 gold / turret