

<typedef> BuildingSettingsDef
max_construct_time : Int hard_price_max : Int base_hard_price : Int

<typedef> GiftsDef
resource_name : String resource_amount : Int drop_luck : Int

<typedef> LevelRewardDef
pinata : Bool pimientos : Float gold : Float

<typedef> ParadePaternDef
positionCitizen : Array<com.isartdigital.builder.game.def.PointDef> numberCitizenInParade : Array<Int>

<typedef> ParadeResourceDef
pimientos : Float pesos : Float offerings : Float

<typedef> ParadeSettingsDef
spawn_rate : ParadeResourceDef main_building : Dynamic bonus_quality : Map base_value : ParadeResourceDef

<typedef> ParadeSettingsDetailDef
time : Int price_soft : Int price_hard : Int default_gain : Int

<typedef> RessourceItemDef
resource_product : String resource_price : String promotion : Float product : Float price : Float

<typedef> ShopItemDef
spice_3 : RessourceItemDef spice_2 : RessourceItemDef spice_1 : RessourceItemDef offerings_3 : RessourceItemDef offerings_2 : RessourceItemDef offerings_1 : RessourceItemDef gold_3 : RessourceItemDef gold_2 : RessourceItemDef gold_1 : RessourceItemDef

Package: com.isartdigital.builder.game.def.metadatas