**Single Unit Table**

**Player Units**

Player Units werden durch das “Unit Group Friendly” Script verwaltet,

NICHT durch das “Unit Fighter” Script!

**Fighter**

*(Assets > Prefabs > unit\_prefabs > Friendly Groups > Friendly Group 1”)*

|  |  |
| --- | --- |
| Unit Faction | Player Faction |
| Unit Group Name | / |
| Current Combat Cooldown | 0 |
| Attackspeed | 1 |
| Damage | 10 |
| Health | 100 |
| Movementspeed | 4 |
| Attackrange | 1.4 |
| Vision Range | 6 |
| Num Units In Group | 0 |
| Cost Food | (nicht implementiert) |
| Cost Materials | (nicht implementiert) |

**Enemy Units**

Enemy Units werden durch den Child des “Enemy Group 1/2/3” Prefab verwaltet,

NICHT durch das Parent selber!

**Unit Type A**

*(Assets > Prefabs > unit\_prefabs > Enemy Groups > Enemy Group 0 > EnemyFighter\_TypA”*

|  |  |
| --- | --- |
| Unit Faction | Enemy Faction |
| Unit Name | TypeA |
| Unit Base Attackspeed | 0.4 |
| Unit Base Damage | 4 |
| Unit Base Health | 50 |
| Unit Current Health | 0 |
| Unit Base Movement | 5 |
| Unit Base Vision Range | 5 |
| Unit Base Attack Range | 1.4 |
| Unit Cost Food | 0 |
| Unit Cost Materials | 0 |
| Unit Current Combat Cooldown | 0 |

**Unit Type B**

*(Assets > Prefabs > unit\_prefabs > Enemy Groups > Enemy Group 0 > EnemyFighter\_TypB”*

|  |  |
| --- | --- |
| Unit Faction | Enemy Faction |
| Unit Name | TypeB |
| Unit Base Attackspeed | 1.1 |
| Unit Base Damage | 35 |
| Unit Base Health | 60 |
| Unit Current Health | 0 |
| Unit Base Movement | 3.8 |
| Unit Base Vision Range | 5 |
| Unit Base Attack Range | 1.4 |
| Unit Cost Food | 0 |
| Unit Cost Materials | 0 |
| Unit Current Combat Cooldown | 0 |

**Unit Type C**

*(Assets > Prefabs > unit\_prefabs > Enemy Groups > Enemy Group 0 > EnemyFighter\_TypC”*

|  |  |
| --- | --- |
| Unit Faction | Enemy Faction |
| Unit Name | TypeC |
| Unit Base Attackspeed | 2.2 |
| Unit Base Damage | 25 |
| Unit Base Health | 120 |
| Unit Current Health | 0 |
| Unit Base Movement | 2 |
| Unit Base Vision Range | 5 |
| Unit Base Attack Range | 1.4 |
| Unit Cost Food | 0 |
| Unit Cost Materials | 0 |
| Unit Current Combat Cooldown | 0 |

**Begriffserläuterung:**

* Attackspeed = 1 Angriff alle X Sekunden
* Movement(speed) = X World Units pro Sekunde

**Notizen:**

Assets > prefabs > unit\_prefabs > Friendly Groups > Friendly Fighter 1

Nav Mesh Agent:

* Steering
  + ...
  + Angular Speed
  + Acceleration
  + ...

Beschreibt Drehgeschwindigkeit, Bewegungsgeschwindikeitserhöhung etc.