Student：

{name = CC, hp = 300 , spd = 12, kb\_rate = 1, weapon = ‘hammer’, skill1 = ‘cc\_right’, skill2 = ‘cc\_super}

{name = NA, hp = 200 , spd = 12, kb\_rate = 1, weapon = ‘brush’, skill1 = ‘na\_right’, skill2 = ‘n \_super’}

{name = UC, hp = 200 , spd = 12, kb\_rate = 1, weapon = ‘boomerang’, skill1 = ‘uc\_right’, skill2 = ‘uc\_super’}

{name = SHAW, hp = 175 , spd = 12, kb\_rate = 1, weapon = ‘shaw\_axe’, skill1 = ‘shaw\_right’, skill2 = ‘shaw\_super’}

{name = SHHO, hp = 225 , spd = 12, kb\_rate = 1, weapon = ‘warmgun’, skill1 = ‘shho\_right’, skill2 = ‘shho\_super’}

{name = WYS, hp = 150 , spd = 12, kb\_rate = 1, weapon = ‘cardgun’, skill1 = ‘wys\_right’, skill2 = ‘wys\_super’}

{name = WS, hp = 300 , spd = 12, kb\_rate = 1, weapon = ‘dem\_beat’, skill1 = ‘ws\_right’, skill2 = ‘ws\_super’}

{name = MC, hp = 225 , spd = 12, kb\_rate = 1, weapon = ‘morning\_star’, skill1 = ‘mc\_right’, skill2 = ‘mc\_super’}

{name = CW, hp = 200 , spd = 12, kb\_rate = 1, weapon = ‘winegun’, skill1 = ‘cw\_right’, skill2 = ‘cw\_super’}

Npc:

{name = SHAW\_snake, hp = 175 , spd = 12, kb\_rate = 1, skill = ‘snake’, duration = 300}

{name = UC\_pool, hp = 200 , spd = 0, kb\_rate = 0, skill = ‘frogpool’, duration = 1200}

{name = SHHO\_sculpture, hp = 450 , spd = 0, kb\_rate = 0, skill = ‘family’, duration = 1800}

Object:

{name, imagename, hp = -1, duration = -1}

#各个建筑的名字我没查..除name和imagename不同外，数据统一

Canteen:

大膳堂：{name= ,team=a, hp = -1, duration = -1}

李慧珍：{name: ,,team= b, hp = -1, duration = -1}

Weapon:

{name= ‘hammer’, action = ‘cc\_left’, ammo = 1, cd = 20, reloadtime = 0}

{name= ‘brush’, action = ‘na\_left’, ammo = 5, cd = 10, reloadtime = 30}

{name= ‘boomerang’, action = ‘uc\_left’, ammo = 1, cd = 0, reloadtime = 30}

{name= ‘shaw\_axe’, action = ‘shaw\_left’, ammo = 1, cd = 15, reloadtime = 0}

{name= ‘warmgun’, action = ‘shho\_left’, ammo = 10, cd = 10, reloadtime = 30}

{name= ‘cardgun’, action = ‘wys\_left’, ammo = 18, cd = 5, reloadtime = 30}

{name= ‘dem\_beat’, action = ‘ws\_left’, ammo = 1, cd = 15, reloadtime = 0}

{name= ‘morning\_star’, action = ‘mc\_left’, ammo = 1, cd = 20, reloadtime = 0}

{name= ‘winegun’, action = ‘cw\_left’, ammo = 100, cd = 1, reloadtime = 30}

Skill:

#所有的left：cd = 0

{name = ‘ snake ‘, cd = 15}

{name = ‘ frogpool ‘, cd = 15}

{name = ‘ family ‘, cd = 30}

{name = ‘ cc\_right ‘, cd = 450}

{name = ‘ cc\_super ‘, cd = 1350}

{name = ‘ na\_right ‘, cd = 600}

{name = ‘ na\_super ‘, cd = 2700}

{name = ‘ uc\_right ‘, cd = 1200}

{name = ‘ uc\_super ‘, cd = 1500}

{name = ‘ shaw\_right ‘, cd = 1200}

{name = ‘ shaw\_super ‘, cd = 1800}

{name = ‘ shho\_right ‘, cd = 300}

{name = ‘ shho\_super ‘, cd = 1800}

{name = ‘ wys\_right ‘, cd = 450}

{name = ‘ wys\_super ‘, cd = 3600}

{name = ‘ ws\_right ‘, cd = 1350}

{name = ‘ ws\_super ‘, cd = 1800}

{name = ‘ mc\_right ‘, cd = 300}

{name = ‘ mc\_super ‘, cd = 600}

{name = ‘ cw\_right ‘, cd = 600}

{name = ‘ cw\_super ‘, cd = 600}

Item:

{name = ‘heart’, kb = 0 , damage = 0, effect =’heart’, duration = 60, removal = True}

{name = ‘food’, kb = 0 , damage = 0, effect =’food’, duration = 60, removal = True}

{name = ‘dessert’, kb = 0 , damage = 0, effect =’ dessert’, duration = 60, removal = True}

Projectile:

{name = ‘ink’, spd = 18 , kb = 10, damage = 20, effect =None, duration = 30, removal = True }

{name = ‘boomerang’, spd = 25 , kb = 30 , damage = 60, effect = None, duration = 40, removal = True }

{name = ‘card’, spd = 30 , kb = 5 , damage = 15, effect = None, duration = 40, removal = True }

{name = ‘heartbullet’, spd = 30 , kb = 5, damage = 25, effect = ‘generate\_heart’, duration = 40, removal = True }

{name = ‘wine’, spd = 35 , kb = 5 , damage = 4, effect = None, duration = 30, removal = True }

{name = ‘frog’, spd = 18 , kb = 30 , damage = 0, effect = None, duration = 30, removal = True }

{name = ‘foodbullet’, spd =25 , kb = 0 , damage = 0, effect = ‘generate\_food’, duration = 20, removal = True }

{name = ‘dessertbullet’, spd =25 , kb = 0 , damage = 0, effect = ‘generate\_dessert’, duration = 30, removal = True }

Melee:

{name = ‘hammer’, spd =20 , kb = 60 , damage = 75, effect = None, duration = 8, removal = False }

{name = ‘womanfoot’, spd =35 , kb = 50 , damage = 50, effect = None, duration = 6, removal = False }

{name = ‘brush’, spd =25 , kb = 0 , damage = 0, effect = None, duration = 6, removal = False }

{name = ‘morning\_star’, spd =30 , kb =30 , damage = 40, effect = None, duration = 12, removal = False }

{name = ‘wys\_movie’, spd =0 , kb =0 , damage = 40, effect = ’ pause ’, duration = 30, removal = False }

Area\_effect:

{name = ‘bell\_aoe’, kb = 0 , damage = 0, effect =’ bell\_aoe’, frequency =10 , duration = 60, removal = False}

{name = ‘clock’, kb = 0 , damage = 0, effect =’ pause ’, frequency =10 , duration = 30, removal = False}

{name = ‘wsbeat’, kb = 10 , damage = 40, effect =’ wsbeat’, frequency =10 , duration = 15, removal = False}