



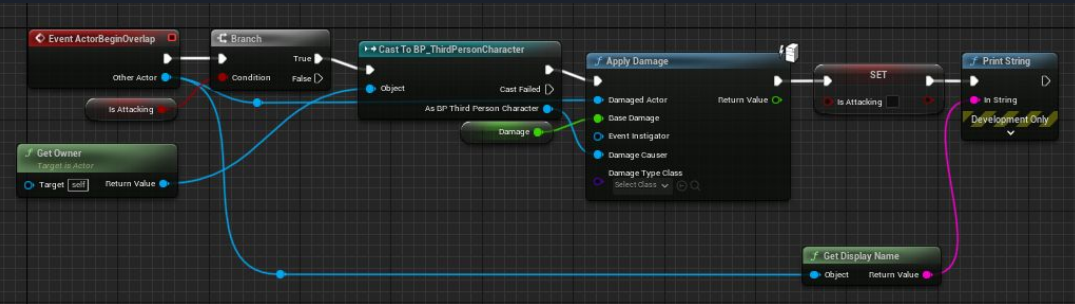
Arpeet Nandi

Melee Weapons
Health
Armor

Melee weapons

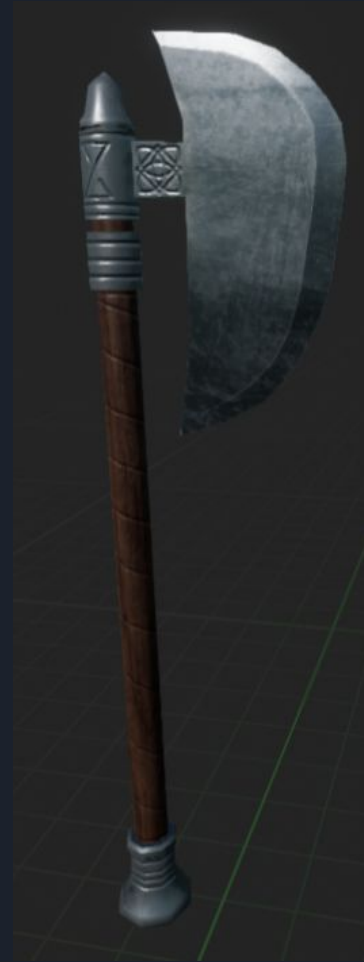
The base **MeleeWeapon2** class contains all important information about the weapon such as name, attack speed, damage.

All ranged weapons extend this class, which includes functionality for fighting and animations.



Melee Weapons

There are multiple different weapons, a sword, axe and mace, with different characteristics such as range and damage





Health

An adaptive red Bar that represents the health of the player



Armor

The damage percentage is determined by the level of each individual piece of armor and based on that a certain percentage of the damage taken is removed.

