

Immunocalypse - valeurs des variables de niveau

Niveau 1 :

```
nb_waves = 5
nb_enemies = {-100, -100, 1, -100}
hp_enemies = {0, 0, 100, 0}
atk_enemies = {0, 0, 25, 0}
speed_enemies = {0, 0, 0.8, 0}
size_enemies = {0, 0, 0.35, 0}
energy_sec = 1
energy_enemy = 5
energy_start = 75
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {0, 0, 0.5, 0}
lvl_spawn_point = {1, Vector3(-9, -0.5)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, -0.5)

macro_button = true
lymp1_button = false
lymp2_button = false
anti_button = false
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 2 :

```
nb_waves = 6
nb_enemies = {-100, -100, 1, 1}
hp_enemies = {0, 0, 100, 80}
atk_enemies = {0, 0, 25, 15}
speed_enemies = {0, 0, 0.75, 0.85}
size_enemies = {0, 0, 0.3, 0.35}
energy_sec = 1
energy_enemy = 8
energy_start = 90
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {0, 0, 0.3, 0.4}
lvl_spawn_point = {1, Vector3(-9, 2.5)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, -2.0)
```

```
macro_button = true
lymp1_button = false
lymp2_button = false
anti_button = false
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 3 :

```
nb_waves = 6
nb_enemies = {-100, -100, 1, 2}
hp_enemies = {0, 0, 100, 100}
atk_enemies = {0, 0, 25, 15}
speed_enemies = {0, 0, 0.8, 0.9}
size_enemies = {0, 0, 0.3, 0.3}
energy_sec = 1
energy_enemy = 6
energy_start = 150
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {0, 0, 0.5, 0.5}
lvl_spawn_point = {1, Vector3(-9, 2.5)}
lvl_checkpoints = {2, Vector3(0, -4.1), Vector3(9, 3.5)}
lvl_target_final = Vector3(9, -3.5)

macro_button = true
lymp1_button = false
lymp2_button = false
anti_button = false
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 4 :

```
nb_waves = 5
nb_enemies = {-100, -100, 1, 2.6}
hp_enemies = {0, 0, 130, 110}
atk_enemies = {0, 0, 25, 15}
speed_enemies = {0, 0, 0.8, 1.1}
size_enemies = {0, 0, 0.26, 0.27}
energy_sec = 1
energy_enemy = 5
energy_start = 80
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {0, 0, 0.75, 0.6}
lvl_spawn_point = {1, Vector3(-9, 3.5)}
lvl_checkpoints = {3, Vector3(1.7, 2.2), Vector3(-3, -2.3), Vector3(9, -3)}
lvl_target_final = Vector3(9, -3)

macro_button = false
lymp1_button = false
lymp2_button = true
anti_button = false
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 5 :

```
nb_waves = 6
nb_enemies = {2, -100, 1, -100}
hp_enemies = {40, 0, 100, 0}
atk_enemies = {10, 0, 25, 0}
speed_enemies = {1.4, 0, 1, 0}
size_enemies = {0.25, 0, 0.31, 0}
energy_sec = 1
energy_enemy = 5
energy_start = 90
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {1, 0, 0.4, 0}
lvl_spawn_point = {1, Vector3(-9, -3)}
lvl_checkpoints = {2, Vector3(1, 4), Vector3(9, -3)}
lvl_target_final = Vector3(9, -3)

macro_button = false
lymp1_button = true
lymp2_button = true
anti_button = false
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 6 :

```
nb_waves = 6
nb_enemies = {2.5, 1.5, -100, -100}
hp_enemies = {30, 40, 0, 0}
atk_enemies = {10, 8, 0, 0}
speed_enemies = {1.4, 1.6, 0, 0}
size_enemies = {0.3, 0.25, 0, 0}
energy_sec = 1
energy_enemy = 5
energy_start = 90
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {1, 0.75, 0, 0}
lvl_spawn_point = {2, Vector3(-9, -3), Vector3(-9, 3)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, 0)

macro_button = true
lymp1_button = true
lymp2_button = true
anti_button = false
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 7 :

```
nb_waves = 7
nb_enemies = {2, 1, 1, 1}
hp_enemies = {30, 40, 100, 80}
atk_enemies = {10, 8, 25, 15}
speed_enemies = {1.4, 1.6, 0.7, 0.8}
size_enemies = {0.3, 0.25, 0.3, 0.3}
energy_sec = 1
energy_enemy = 5
energy_start = 160
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {0.75, 0.75, 0.4, 0.4}
lvl_spawn_point = {1, Vector3(-9, -0.5)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, -0.5)
```

```
macro_button = true
lymp1_button = true
lymp2_button = true
anti_button = false
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 8 :

```
nb_waves = 7
nb_enemies = {2, 1, 1, 1}
hp_enemies = {30, 40, 100, 80}
atk_enemies = {10, 8, 25, 15}
speed_enemies = {1.4, 1.6, 0.7, 0.8}
size_enemies = {0.3, 0.25, 0.3, 0.3}
energy_sec = 1
energy_enemy = 5
energy_start = 160
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {0.75, 0.75, 0.4, 0.4}
lvl_spawn_point = {1, Vector3(-9, 2.5)}
lvl_checkpoints = {2, Vector3(0, -4.1), Vector3(9, 3.5)}
lvl_target_final = Vector3(9, 3.5)

macro_button = true
lymp1_button = true
lymp2_button = true
anti_button = false
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```


Niveau 9 :

```
nb_waves = 5
nb_enemies = {-100, -100, -100, -100}
hp_enemies = {0, 0, 0, 80}
atk_enemies = {0, 0, 0, 15}
speed_enemies = {0, 0, 0, 0.75}
size_enemies = {0, 0, 0, 0.35}
energy_sec = 1
energy_enemy = 5
energy_start = 60
score_enemy = 10
wait_time = 8
spawn_prog = 8
energy_prog = 0
add_enemies = {0, 0, 0, 1}
lvl_spawn_point = {1, Vector3(-9, 2.5)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, -2)
```

```
macro_button = false
lymp1_button = false
lymp2_button = true
anti_button = true
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 10 :

```
nb_waves = 9
nb_enemies = {-100, -100, 2, 2}
hp_enemies = {0, 0, 120, 100}
atk_enemies = {0, 0, 25, 15}
speed_enemies = {0, 0, 0.7, 0.75}
size_enemies = {0, 0, 0.3, 0.28}
energy_sec = 1
energy_enemy = 4
energy_start = 90
score_enemy = 10
wait_time = 8
spawn_prog = 8
energy_prog = 0
add_enemies = {0, 0, 0.5, 1}
lvl_spawn_point = {1, Vector3(-9, -3)}
lvl_checkpoints = {3, Vector3(0, 4.8), Vector3(6.5, -2), Vector3(9, -3)}
lvl_target_final = Vector3(9, -3)

macro_button = true
lymp1_button = false
lymp2_button = true
anti_button = true
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 11 :

```
nb_waves = 6
nb_enemies = {-100, -100, 1.5, 1.5}
hp_enemies = {0, 0, 100, 80}
atk_enemies = {0, 0, 25, 15}
speed_enemies = {0, 0, 0.9, 1}
size_enemies = {0, 0, 0.26, 0.27}
energy_sec = 1
energy_enemy = 5
energy_start = 80
score_enemy = 10
wait_time = 8
spawn_prog = 8
energy_prog = 0
add_enemies = {0, 0, 0.75, 0.5}
lvl_spawn_point = {1, Vector3(-9, 3.5)}
lvl_checkpoints = {3, Vector3(1.7, 2.2), Vector3(-3, -2.3), Vector3(9, -3)}
lvl_target_final = Vector3(9, -3)

macro_button = true
lymp1_button = true
lymp2_button = true
anti_button = true
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 12 :

```
nb_waves = 7
nb_enemies = {-5, 1, -100, -100}
hp_enemies = {30, 30, 0, 0}
atk_enemies = {10, 10, 0, 0}
speed_enemies = {1.4, 1.5, 0, 0}
size_enemies = {0.3, 0.3, 0, 0}
energy_sec = 1
energy_enemy = 5
energy_start = 90
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {2, 0.5, 0, 0}
lvl_spawn_point = {2, Vector3(-9, -3), Vector3(-9, 3)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, 0)

macro_button = false
lymp1_button = true
lymp2_button = false
anti_button = true
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 13 :

```
nb_waves = 7
nb_enemies = {2, 2.5, 0, 0}
hp_enemies = {30, 30, 0, 0}
atk_enemies = {10, 8, 0, 0}
speed_enemies = {1.4, 1.5, 0, 0}
size_enemies = {0.3, 0.28, 0, 0}
energy_sec = 1
energy_enemy = 5
energy_start = 90
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {1, 1.5, 0, 0}
lvl_spawn_point = {1, Vector3(-9, 2.5)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, -2)

macro_button = true
lymp1_button = true
lymp2_button = true
anti_button = true
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 14 :

```
nb_waves = 7
nb_enemies = {2, 1, 1, 0}
hp_enemies = {30, 30, 100, 80}
atk_enemies = {10, 8, 25, 15}
speed_enemies = {1.2, 1.3, 0.7, 0.8}
size_enemies = {0.3, 0.28, 0.3, 0.28}
energy_sec = 1
energy_enemy = 5
energy_start = 110
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {1, 1.5, 0.5, 0.75}
lvl_spawn_point = {1, Vector3(-9, -3)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, 2)

macro_button = true
lymp1_button = true
lymp2_button = true
anti_button = true
vaci_button = false
des_virus1 = false
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = false
des_cancel = false
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 15 :

```
nb_waves = 5
nb_enemies = {2, -100, -100, 1}
hp_enemies = {30, 0, 0, 80}
atk_enemies = {10, 0, 0, 15}
speed_enemies = {1.3, 0, 0, 1}
size_enemies = {0.25, 0, 0, 0.27}
energy_sec = 1
energy_enemy = 5
energy_start = 100
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {2, 0, 0, 0.5}
lvl_spawn_point = {1, Vector3(-9, 3.5)}
lvl_checkpoints = {3, Vector3(1.7, 2.2), Vector3(-3, -2.3), Vector3(9, -3)}
lvl_target_final = Vector3(9, -3)

macro_button = false
lymp1_button = true
lymp2_button = false
anti_button = false
vaci_button = true
des_virus1 = true
des_virus2 = false
des_bacterie1 = false
des_bacterie2 = true
des_cancel = true
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 16 :

```
nb_waves = 6
nb_enemies = {3, 2, -100, 1}
hp_enemies = {30, 30, 0, 80}
atk_enemies = {10, 8, 0, 15}
speed_enemies = {1.2, 1.3, 0, 0.9}
size_enemies = {0.3, 0.28, 0, 0.3}
energy_sec = 1
energy_enemy = 5
energy_start = 120
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {2, 0.5, 0, 0.5}
lvl_spawn_point = {1, Vector3(-9, 2.5)}
lvl_checkpoints = {2, Vector3(0, -4.1), Vector3(9, 3.5)}
lvl_target_final = Vector3(9, 3.5)

macro_button = true
lymp1_button = true
lymp2_button = true
anti_button = false
vaci_button = true
des_virus1 = true
des_virus2 = false
des_bacterie1 = true
des_bacterie2 = false
des_cancel = true
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```


Niveau 17 :

```
nb_waves = 7
nb_enemies = {2, 3, -100, 1}
hp_enemies = {30, 30, 0, 80}
atk_enemies = {10, 10, 0, 15}
speed_enemies = {1.2, 1.1, 0, 0.8}
size_enemies = {0.28, 0.27, 0, 0.3}
energy_sec = 1
energy_enemy = 5
energy_start = 130
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {1, 0.5, 0, 1}
lvl_spawn_point = {1, Vector3(-9, -0.5)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, -0.5)
```

```
macro_button = true
lymp1_button = true
lymp2_button = true
anti_button = true
vaci_button = true
des_virus1 = true
des_virus2 = true
des_bacterie1 = true
des_bacterie2 = true
des_cancel = true
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```

Niveau 18 :

```
nb_waves = 8
nb_enemies = {4, 3, 1, 0}
hp_enemies = {30, 30, 100, 0}
atk_enemies = {10, 10, 15, 0}
speed_enemies = {1.1, 1, 0.75, 0}
size_enemies = {0.28, 0.29, 0.3, 0}
energy_sec = 1
energy_enemy = 5
energy_start = 110
score_enemy = 10
wait_time = 10
spawn_prog = 10
energy_prog = 0
add_enemies = {2, 2, 1, 0}
lvl_spawn_point = {2, Vector3(-9, -3), Vector3(-9, 3)}
lvl_checkpoints = {0}
lvl_target_final = Vector3(9, 0)

macro_button = true
lymp1_button = true
lymp2_button = true
anti_button = true
vaci_button = true
des_virus1 = true
des_virus2 = true
des_bacterie1 = true
des_bacterie2 = true
des_cancel = true
back_from_lvl_button = true
menu_from_lvl_button = true
mute_sound_button = true
mute_music_button = true
```