Stats Range Explanation

1. Melee Damage
   1. The base damage for melee is 3, it increases by 1 for every point in the stat.
   2. Damage can go beyond 10, but it isn’t shown on stat ui.
2. Gun Damage +1
   1. The base damage for Gun is 1, it increases by 1 for every point in the stat.
   2. Damage can go beyond 10, but it isn’t shown on stat ui.
3. Bullet Range
   1. 
4. Bullet Speed
   1. Base bullet speed is
   2. Bullet max speed will not go beyond 10.
5. Firing Rate
   1. Rate of 1 means a single bullet is shot once ever second….10 means a single bullet can be fired once every .10 of a second
   2. Firing speed will not go beyond 10.
6. Accuracy
   1. 
7. Movement Speed
   1. Speed can’t go beyond 10
8. Jump Height
   1. Jump can’t go beyond 10