

Game Balancing Sheet - Top-Down Isometric Shooter

Player characters	Levels	Health (Proportional)	Health (Linear)	Weapon	Damage	Fire rate (shots/s)	Movement Speed	DPS (Damage Per Second)
Player-1	L1-10	100	100	Pistol	15	1.5	5	22.5
	L11-30	120	120		20	1.75	5.2	35
	L31-50	144	140		25	2	5.4	50
	L51-70	172.8	160		30	2.25	5.6	67.5
	L71-90	207.36	180		35	2.5	5.8	87.5
	L91-100	248.832	200		40	2.75	6	110
Player-2	L1-10	120	120	Shotgun	25	1.25	4	31.25
	L11-30	144	140		30	1.5	4.2	45
	L31-50	172.8	160		35	1.75	4.4	61.25
	L51-70	207.36	180		40	2	4.6	80
	L71-90	248.832	200		45	2.25	4.8	101.25
	L91-100	298.5984	220		50	2.5	5	125
Player-3	L1-10	80	80	Machine Gun	10	7	6	70
	L11-30	96	100		15	7.5	6.2	112.5
	L31-50	115.2	120		20	8	6.4	160
	L51-70	138.24	140		25	8.5	6.6	212.5
	L71-90	165.888	160		30	9	6.8	270
	L91-100	199.0656	180		35	9.5	7	332.5

DPS: damage per second = damage*fire rate

Proportional scaling: base value*(1+%change)

Player Progression and Rules	
Level Range	Details
Level 1 - 10	Introduction to basic gameplay mechanics. Focus on Grunt enemies.
Level 11 - 30	Introduction of Sniper enemies. Players unlock Player Character 2 at Lvl 3
Level 31 - 60	Introduction of Heavy enemies. Players unlock Grenade Launcher at Lvl 20.
Level 61 - 80	Introduction of Runner enemies. Increased enemy spawn rates and complexity.
Level 81 - 100	Introduction of Mage enemies. Significant increase in enemy variety and difficulty.
Power-Ups and Collectibles	
Types of Collectibles	Effect
Health Packs	Restore 20% health.
Ammo Crates	Refill ammo for the current weapon.
Speed Boost	Temporarily increase player movement speed.
Damage Boost	Temporarily increase player weapon damage.

Enemy Types	Levels	Health (Proportional)	Health (Linear)	Weapon	Damage Per Shot	Fire rate	Speed	DPS (Damage Per Second)
1. Grunt	L1-10	40	40	Crashes itselt onto the player like a bull	7.5	N/A	4.5	N/A
	L11-30	44	50		9		5.5	
	L31-50	48.4	60		10.5		6.5	
	L51-70	53.24	70		12		7.5	
	L71-90	58.564	80		13.5		8.5	
	L91-100	64.4204	90		15		9.5	
sniper	L1-10	30	30	Sniper Rifle	22.5	0.5	N/A	11.25
	L11-30	33	35		25	0.6		15
	L31-50	36.3	40		27.5	0.8		22
	L51-70	39.93	45		30	1		30
	L71-90	43.923	50		32.5	1.1		35.75
	L91-100	48.3153	55		35	1.2		42
3. General	L1-10	100	100	Missile Launcher	14	0.8	2.2	11.2
	L11-30	120	120		16	0.9	2.5	14.4
	L31-50	144	140		18	1	2.8	18
	L51-70	172.8	160		20	1.1	3.1	22
	L71-90	207.36	180		22	1.2	3.4	26.4
	L91-100	248.832	200		24	1.3	3.7	31.2
4. Runner	L1-10	20	20	Suicide Bombers	8.5	N/A	9.5	N/A
	L11-30	25	25		10		10.5	
	L31-50	30	30		11.5		11.5	
	L51-70	35	35		13		12.5	
	L71-90	40	40		14.5		13.5	
	L91-100	45	45		16		14.5	
5. Mage	L1-10	60	60	Black Magic	20	0.4	3.5	8
	L11-30	70	70		23		3.8	9.2
	L31-50	80	80		25		4.1	10
	L51-70	90	90		28		4.4	11.2
	L71-90	100	100		30		4.7	12
	L91-100	110	110		33		5	13.2