*Version history:*

* *V1- initial list*
* *V1.1(11/29/12, 30mins, Robert)- Update info for Nort, Added information nodes.*
* *V1.2(2/7/13, 3hrs, Kris)-Revise Fire wall concept, added info for Ani-virus nodes, revised Sand box concept, Added Pinger, revised Zapper, added Super Zapper, revised Pop-up Blocker, revised spiker(now shocker), revised McCafe(now McCavy), revised Data Recycler.*

**Defenses**: Static defenses that don’t move.

**Fire wall**

* looks: like an electric/laser fence.(number of wires increase as the level/difficulty increases)
* used for: blocking low level attacks powered by anti-virus software nodes
* attack: Deals fire damage to melee attackers

**Information Nodes**

* **Look:** Mini server banks, cube shaped with glowing inner aura.
* **Used for:** Target of players assult. Can hold data byte bonus or unit/special unlocks
* **Attack:** None
* **Health:** 0, immortal object only destroyed by thiefs
* **Special:**
* *Submerge:* hides underground
* *Bonus:* when thief destroys db bonus or special unlock given to player.

**Anti-virus software nodes**

* looks: A cube with scrolling matrix style numbers on its surfaces
* used for: power nodes that increase the HP of defenses in area. also repairs damaged defenses if it isn’t dealt with promptly (ex: repair broken sections of the firewall).
* attack: Area attack that deletes melee class viruses in its range

**Quick Sandbox**

* looks: A pit filled with a bubbling/corrosive looking liquid .
* used for: Slowing enemies that pass through it. Also deals minimal DMG.
* Attack: low DPS while in the pit.

**Pinger**

* looks: like a mini-Doppler tower.
* used for: revealing hidden/ghosted enemies. It does this by radiating a signal that when introduced to an enemy, will bounce back to the tower alerting the defenses of its location.
* Attack: none - passive.

**Encryption**

* Looks: fog of numbers and letters
* Used for: Fog of war. Masks defenses
* Attack: later levels static electricity bounces around it. Any virus that enters slowly takes damage.

**Gasser**

* Looks: Pole with vents on the sides (several types needed for each gas type)
* Used for: pops out of the ground. Uses a gas that stuns/knocks out viruses
* Attack: different types of gas (stun, knockout, confuse, poison) in different levels

**Zapper**

* Looks: Turret with 2 large barrels
* Used for: Locks on and attacks viruses in its own row.
* Attack: Laser fire. Has a range of 3 grid spaces in front of it. Fires faster with later levels.

**Super Zapper**

* Looks: Turret with 3 large barrels
* Used for: Locks on and attacks viruses in 3 rows.
* Attack: Laser fire, Has a range of 4 grid spaces in front of it and can fire at enemies in the rows above and below it as well.(if there are enemies in multiple lanes within range, the AI will focus on the closes one). Fires faster with later levels.

**Mines**

* Looks: sphere with spikes all over it
* Used for: mines on tiles. Destroys whatever touches it. levels
* Attack: explosive. Bigger blast area in later

**Virus Scanner**

* Looks: radar tower
* Used for: Scans field at set intervals. When scan is completed defenses will reformate to compensate for virus layouts and attack high threat targets. (long time between uses.)

**Pop-up Blocker**

* Looks: Large shields with pictures of blocked virus. Only happens after virus scans. Early levels take up one tile, later multiple tiles. Purpose is similar to the Nut in PvZ.
* Used for: A barrier that takes heavy damage but takes reduced damage from whatever type of virus that is pictured on the shield.

**Defenders**: Defense programs that move and attack viruses

* **Nort**
* **Looks:** rank and file soldiers, Mech-like body type.
* **Used for:** Basic defender type seen in all systems
* **Attack:** Laser blaster 1 dmg every 3 seconds. max range of 4 tiles.
* **Movement:** 1 tile every 5 seconds. will stop in neurtral zone and continue firing at the data stream until that section is destroyed or it is destroyed.
* **Health:** 15
* **Special:** None
* **Upgrades**:
* *Full auto:* increase dmg to 2 every 2 seconds and range to 5 tiles.
* *Body armor:* Adds an increase of 10 to base health
* **Data Recycler**
* **Looks**: looks like a heavy armored soldier with a large shield that has the recycle emblem on it.
* **Used for**: reflects 25 % of an attack back at the enemy. At 50% health it loses its shield and receives 50% increased dmg.
* **Attack**: wielding an electrified baton as a close range melee attack(one tile), he slowly swings hitting with a medium level damage.
* **Movement**-1 tile every 7 seconds. He does not move while attacking. He will stop in neutral zone and continue attacking/guarding in that tile until destroyed.
* **McCavy**
* **Looks**: Bigger/bulkier solder wielding heavy underarm cannon like weapon linked to a power pack on his back.
* **Used for**: Pushing back viruses with light-heavy dmg.
* **Attack**: Blasts enemies with a shockwave that varies in effectiveness and damage based on range(range 3 tiles). Deals initial blast damage (1 tile=20dmg, 2 tiles=10dmg, 3 tiles=5dmg) and causes viruses to slide back (1 tile=back 5, 2 tiles=back 3, 3 tiles=back 1). Upgrades to flaming or electrified blast that does DPS during slide. Attack has a long cool down rate allowing for viruses to get in close to attack.
* **Movement**-1 tile every 6 seconds. He does not move while attacking. He will stop in neutral zone and continue attacking in that tile until destroyed
* **Shocker**
* **Looks**: Tank that launches an electric current into ground.
* **Used for**: Very slow moving, long ranged attacker. Temporarily stuns.
* **Attack**: Shoots an electric bolt into the ground which travels along the grid until it reaches the target virus doing light damage. Virus is stunned for a short time.(range 6 tiles)
* **Movement**-1 tile every 10 seconds. He will stop in neutral zone and continue attacking in that tile until destroyed.
* **Reformater**
* Looks:
* Used for: Re-Programs viruses to work for the system
* Attack: Captures and slowly reprograms viruses then turns them against player