| | | | Version 1.0 |
|---|---|---|---|
| player | starting health and max health | | 100 |
| | AA algorythm | | 0 <= damage gets dealt < 1/3 enemy currentHealth but minimum 10 <= no damage dealt < 2/3 enemy currentHealth but minimum 20 <= damage yourself |
| | ability 1 | type | Heal |
| | | CD | 4 |
| | | Value | 20% own maxHealth |
| | | Description | |
| | ability 2 | type | Damage |
| | | CD | 3 |
| | | Value | 20% own maxHealth |
| | | Description | |
| | ability 3 | type | Shield |
| | | CD | 6 |
| | | Value | 50 HP |
| | | Description | |
| | ability 4 | type | increase maxHealth |
| | | CD | 10 |
| | | Value | 50 HP |
| | | Description | |
| | | Note | cooldown Active when beginning the game |
| enemy | starting health and max health | | decided by the player before the game |
| | AA algorythm | | (own maxHealth != own currentHealth) {(damageDealt > 20 && own currentHealth > 30) {90% of damageDealt} (own currentHealth <= 30) {120% of damageDealt} {20 damage}} |
| | ability 1 | type | Heal |
| | | CD | 6 |
| | | Value | 35% own maxHealth |
| | | Description | |
| | ability 2 | type | Damage |
| | | CD | 5 |
| | | Value | 20% enemy maxHealth |
| | | Description | |
| | ability 3 | type | Shield |
| | | CD | 4 |
| | | Value | 30 HP |
| | | Description | |
| | ability 4 | type | decrease Cooldowns |
| | | CD | 12 |
| | | Value | 2 (on all except ability 4 itself) |
| | | Description | |
| | | note | cooldown Active when beginning the game |