

Enemies	Health	Speed	Damage	\$
Trash	90	6.5	1	5
Trash Can	350	3	5	30
Cloud	110	5	4	20
Dumpster	1600	1	10	50
Boss	4000	1	50	1000
Player Stats	Health 50	Money 400		
Level 1 Turret	Damage	Range	Fire Rate	\$
Laser	15	12	1	50
Bow	35	18	0.5	100
Ice	15	13	0.7	150
Tesla	8	15	1	100
Tree				150(\$5)
Level 2 Turret	Damage	Range	Fire Rate	\$
Laser	15	15	1	100
Bow	35	18	0.75	100
Ice	15	16	0.7	100
Tesla	8	17	1.5	100
Tree				
Level 3 Turret	Damage	Range	Fire Rate	\$
Laser	40	15	1	150
Bow	60	22	0.75	150
Ice	20	16	1	150
Tesla	15	18	1.5	150
Tree				