Name: Lyra Longcop

Yr/Section: 2A

Game Title: Valurant

Game Object 1: Bulldog

Attributes:

 Type

 Cost

 Wall Penetration

 Damage (0-50m)

 Magazine

 Reserve

Methods:

 Automatic Fire

 Burst Fire

 Aim Down Sights (ADS)

 Wall Banging

 Smoke Play

Game Object 2:Guardian

Attributes:

 - Type

- Cost

- Wall Penetration

- Damage (0-50m)

- Magazine

- Reserve

Methods:

 - Precise Tap Firing

- Headshot Focus

- Angle Holding

- Wall Banging

- Strategic Positioning

Game Object 3:Ares

Attributes:

- Type

- Cost

- Wall Penetration

- Damage (0-50m)

- Magazine

- Reserve

Methods:

 - Aggressive Pushing

 - Close-Range Engagements

 - Suppressing Fire

 - Flanking

 - Combo with Abilities:

Game Object 4:Sheriff

Attributes:

- Type

- Cost

- Wall Penetration

- Damage (0-30m)

- Damage (30-50m)

- Magazine

- Reserve

Methods:

- One-Tap Headshots

- Precise Aim

- Wall Banging

- Aggressive Play

- Eco Rounds

Game Object 5:Stinge

Attributes:

- Type

- Cost

- Wall Penetration

- Damage (0-15m)

- Damage (15-50m)

- Reserve

- Firing Modes

Methods:

- Close-Range Aggression

- Burst Fire Precision

- Flanking

- Eco Rounds

- Combo with Abilities

Game Object 6:Spectre

Attributes:

- Type

- Cost

- Wall Penetration

- Damage (0-20m)

- Damage (20-50m)

- Magazine

- Reserve

- Fire Rate

- Silenced

Methods:

- Close-Range Engagements

- Medium-Range Engagements

-Flanking

Game Object 7:Judge

 Attributes:

- Typ

- Cost

- Wall Penetration

- Damage (0-10m)

- Damage (10-15m)

- Damage (15-50m)

- Magazine

- Reserve

- Fire Rate

Methods:

- Close-Range Dominance

- Aggressive Pushing

- Holding Angles

- Combo with Abilities

Game Object 8:Bucky

Attributes:

- Type: Shotgun

- Cost: 850 Credits

- Damage (0-8m):

- Damage (8-12m):

- Damage (12-50m):

- Magazine:

- Reserve:

- Fire Rate:

- Alternate Fire:

Methods:

- Close-Range Dominance:

- Aggressive Pushing:

- Holding Angles:

- Combo with Abilities:

- Eco Rounds:

- Movement:

Game Object 9:Marshal

Attributes:

- Type: Sniper Rifle

- Cost: 950 Credits

- Wall Penetration: Medium

- Magazine:

- Reserve

- Fire Rate

- Alternate Fire

Methods:

- Headshot Focus

- Aggressive Peeking

- Holding Angles

Game Object 10:Shorty

 Attributes:

- Type

- Cost

- Wall Penetration

- Damage (0-7m)

- Damage (7-15m)

- Damage (15-50m)

- Magazine

- Reserve

- Fire Rate

Methods:

- Close-Range Engagements

- Surprise Attack

- Eco Rounds

- Secondary Weapon

Object:

10

Attributes:

9

Methods:

6