Feuer +Attacke

Luft +Geschwindigkeit

Stein +Rüstung

Wasser +Leben

Stufe 1: alle Abilities mal 0.5

Stufe 2: alle Abilities mal 0.7

Stufe 3: alle Abilities mal 0.9

[Stufe 4: alle Abilities mal 1 (evtl. + special Ability)]

Zucht = ((Cr1+Cr2) / 2) [\* Mutationsfaktor (0.9-1.1]

int maxHealth; //1-1000  
float armor; //0-0.8  
int attack; //1-100  
float speed; //0.2-2

Def. 1000 \* 5 (health mal Kehrwert von 1-Armor)

0ff. 2\*100 (angriffe pro Sekunde mal Attacke)

Attackcounter(AC): Angriffe bis KO

Max: Def: 5000; Off: 200 (AC: 25)

Min: Def: 1; Off: 0.2 (5)