# Unit

ID

Name

Icon

UnitHP

Description

# Tower : Unit

Cost

CostUpgradeNext

Range

SpawnShoot

TimeBuild

LevelMax

[HideInspector]Level

Bullet

ATK

Type

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Rock Tower 1** | **Rock Tower LV 2** | **Rock Tower LV 3** |
| **ID** | RT1 | RT2 | RT3 |
| **Name** | Rock Tower | Rock Tower 2 | Rock Tower 3 |
| **HP** | 100 |  |  |
| **Cost** | 100 | 120 | 170 |
| **Icon** | C:\Users\Nam\AppData\Local\Microsoft\Windows\INetCache\Content.Word\image 808.png | C:\Users\Nam\AppData\Local\Microsoft\Windows\INetCache\Content.Word\image 760.png |  |
| **Cost upgrade** |  | 20 | 50 |
| **Range** | 100 | 100 | 100 |
| **Spawn Shoot** | 3 | 3 | 3 |
| **Time build** | 2 | 2 | 2 |
| **Bullet** | ? | ? | ? |
| **ATK** | 100 | 100 | 100 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Ice Tower 1** | **Ice Tower LV 2** | **Ice Tower LV 3** |
| **ID** | IT1 | IT2 | IT3 |
| **Name** | Ice Tower | Ice Tower 2 | Ice Tower 3 |
| **HP** | 100 |  |  |
| **Cost** | 100 | 120 | 170 |
| **Icon** | C:\Users\Nam\AppData\Local\Microsoft\Windows\INetCache\Content.Word\image 459.png |  | C:\Users\Nam\AppData\Local\Microsoft\Windows\INetCache\Content.Word\image 484.png |
| **Cost upgrade** |  | 20 | 50 |
| **Range** | 100 | 100 | 100 |
| **Spawn Shoot** | 3 | 3 | 3 |
| **Time build** | 2 | 2 | 2 |
| **Bullet** | ? | ? | ? |
| **ATK** | 100 | 100 | 100 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Fire Tower 1** | **Fire Tower LV 2** | **Fire Tower LV 3** |
| **ID** | FT1 | FT2 | FT3 |
| **Name** | Fire Tower | Fire Tower 2 | Fire Tower 3 |
| **HP** | 100 |  |  |
| **Cost** | 100 | 120 | 170 |
| **Icon** | C:\Users\Nam\AppData\Local\Microsoft\Windows\INetCache\Content.Word\image 1793.png |  |  |
| **Cost upgrade** |  | 20 | 50 |
| **Range** | 100 | 100 | 100 |
| **Spawn Shoot** | 3 | 3 | 3 |
| **Time build** | 2 | 2 | 2 |
| **Bullet** | ? | ? | ? |
| **ATK** | 100 | 100 | 100 |

# Enemy : Unit

Range

MoneyEarned

Speed

ATK

# Bullet : Unit

[HideInspector ]BulletATK

Speed

[HideInspector ]ObjectEnemy

Type

Range (fire)

SpeedReduction (ice)

TimeReduction (ice)

## BulletFire:

Speed : 100

Type : Fire

Range : 20

SpeedReduction : 0

TimeReduction : 0

## BulletIce

Speed : 100

Type : Ice

Range : 0

SpeedReduction : 10

TimeReduction : 1

## BulletLaze:

Speed : 100

Type : Normal

Range : 0

SpeedReduction : 0

TimeReduction : 0

# DEPTH OBJECT

|  |  |  |
| --- | --- | --- |
| Name | Depth | Note |
| Background | -40 |  |
| Tower Range (Tower) | -36 |  |
| Drag Camera | -32 |  |
| Target 1 | -28 |  |
| Enemy | -24 |  |
| Target 2 | -20 |  |
| Collider Tower | -20 |  |
|  |  |  |
|  |  |  |
|  |  |  |

# ORDER LAYER

|  |  |  |
| --- | --- | --- |
| Order Layer | Name | Note |
| -5 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# DIRECTION ENEMY

|  |  |  |
| --- | --- | --- |
| Diection | Number |  |
| Idle | 0 |  |
| Left | 1 |  |
| Right | 2 |  |
| Bottom | 3 |  |
| Up | 4 |  |