**HueTD Enemy & Enemyset specs**

**1. Enemy Stats**

(1) HP: HP that everyone knows.

(2) Speed: How fast enemy moves on lane.

(3) Defense: Defense point. Damage dealt to enemy is reduced by defense point. Also, tower’s penetration stat makes tower’s damage ignore defense.

(4) Effect: Various effects. Immune/Debuff/Buff/etc..

(5) Id (Name): Enemy name. For classifying enemies.

(6) Money: How much money enemy drops.

(7) Image: Information to find tower image resource file.

**2. Enemyset Information**

Stage (Map): Which map this enemyset appears.

Level (Wave): Which wave this enemyset appears.

List of

(1) Enemy Id: Enemy class.

(2) Waypoint (Lane): Information of which lane enemy appears.

(3) Number: Information of how many this type enemy appears.

(4) List of time: Information of which time enemy appears. Size must be same with number.

(5) Lane: Which lane this enemy appears.