|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Enemy | Damage | Health | Speed | Attacks/sec | Range |
| Orc | 50 | 150 | 300 | 1 | 1 |
| Ogre | 70 | 350 | 150 | 0.5 | 1 |
| Goblin | 80 | 90 | 650 | 1.3 | 1 |
| Skeleton | 40 | 120 | 450 | 1.1 | 3 |

Lvl 1.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Building | **Damage** | **Health** | Attacks/sec | **Range** | **cost** | Explosion Range | (\*Special ability) |
| Mage tower | **20** | **250** | 1 | **4** | **100** | none |  |
| Laser tower | **5->120** | **350** | 1.7 | **5** | **150** | none |  |
| Artillery tower | **6** | **550** | 0.7 | **5** | **170** | 3x3 |  |
| Economy | **0** | **250** | 0 | **0** | **70** | income: 3/sec | - |

Lvl 2.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Building | **Damage** | **Health** | Attacks/sec | **Range** | **upradge for** | Explosion Range | (\*Special ability) |
| Mage tower | **50** | **550** | 1 | **6** | **160** | none |  |
| Laser tower | **15->240** | **650** | 1.7 | **7** | **260** | none |  |
| Artillery tower | **20** | **750** | 0.7 | **6** | **220** | 4x4 |  |
| Economy | **0** | **400** | 0 | **0** | **150** | income:6/sec | - |

Lvl 3.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Building | **Damage** | **Health** | Attacks/sec | **Range** | **upradge for** | Explosion Range | (\*Special ability) |
| Mage tower | **150** | **1000** | 1 | **8** | **350** | none | Mind control |
| Laser tower | **40->500** | **1200** | 1.7 | **9** | **420** | none | Bleeding effect |
| Artillery tower | **60** | **1500** | 0.7 | **12** | **550** | 5x5 | Burning ground |
| Economy | **0** | **750** | 0 | **0** | **400** | income: 10/sec | - |

Bleed effect\*

* Incrases the damage taken from all sources by 30%

Mind control\*

* every 10 seconds The mage takes control over a random enemy

Burning ground\*

* after the explosion, the ground catches on fire, dealing 10 damage per seconds for 5 seconds on the area.

Funkcionális- részletek

nem funkc – Ami nem függ össze a program működésével

MI kell a futáshoz? A végfelhasználó részéről.

Felhasznáói törtnetek:

GIVEN when then