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| --- | --- |
| nouns | Description |
| Units | Buildings, attackers and collectors which controlled by players |
| UnitID | Name of units |
| Position | Position of units |
| CurrentHP | Current health of units |
| TotalHP | Total health of units and each level |
| Armor | Armor of units |
| TotalArmor | Total armor of units and each level |
| Speed | Speed of units and each level |
| AttackSpeed | Attack speed of units and each level |
| Damage | Attack damage of units and each level |
| Range | Attack range of units and each level |
| Experience(XP) | XP of units |
| NextLevelXP | Upgrade XP for next level |
| AttackerType | Types of attacker |
| Level | Level of units |
| Animation | Collection of pictures |
| Attacker | A type of unit |
| Building | A type of unit |
| Collector | A type of unit |
| Obstacles | Parts of map include trees, lakes, and stones |
| FileName | Name of animation picture |
| BuildingID | ID of buildings |
| InfantryID | ID of Infantry |
| CollectorID | ID of Collector |
| ObstaclesName | Name of obstacle |
| LevelXP | XP which is every level needed |

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| **Units** |
| unitID |
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| **Building** |
| BuildingID |
| Position |
| CurrentHP |
| TotalHP |
| Armor |
| TotalArmor |

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| **Level** |
| LevelID |
| TotalHP |
| TotalArmor |
| Speed |
| AttackSpeed |
| Damage |
| Range |
| NextLevelXP |

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| **Animation** |
| AnimationID |
| PicturePath |

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| **Attacker** |
| InfantryID |
| Position |
| CurrentHP |
| TotalHP |
| Armor |
| Attacker Type |
| TotalArmor |
| Speed |
| AttackSpeed |
| Damage |
| Range |
| XP |
| NextLevelXP |

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| **Obstacles** |
| ObstacleName |
| Position |
| CurrentHP |
| TotalHP |

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| **Collector** |
| CollectorID |
| Position |
| CurrentHP |
| TotalHP |
| Armor |
| TotalArmor |
| Speed |
| AttackSpeed |
| Range |
| XP |
| NextLevelXP |