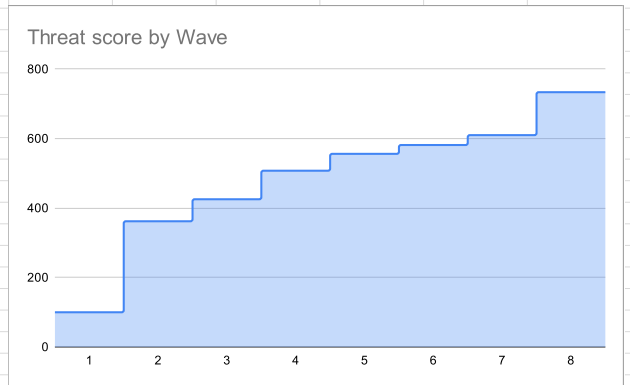


Wave	Ennemy type	Health	Movespeed	Damage per hit	Is ranged ?	Threat Score	Spawn Ratio %	Threat by Spawn	Total Threat	Threat Index								
1	BasicSpirit	12	2,3	5		365,01	100	36501	36501	100								
2	Basic Spirit	12	2,3	5		365,01	60	21900,6	132147	362,0366565								
	Lupus	50	2	10		2000	20	40000										
	Snake	40	2,8	8		3512,32	20	70246,4			Threat Score	Threat Score is calculated by all the Stats of the ennemies. Some stats are heavier than other when calculating, for exemple MoveSpeed seemed to be the strongest statistic when playtesting so it gets more weight						
3	Snake	40	2,8	8		3512,32	20	70246,4	155280,5	425,4143722								
	Basic Spirit	12	2,3	5		365,01	50	18250,5										
	Flying Chimera	20	3,7	6		3039,18	20	60783,6			Spawn Ratio	The higher is the spawn ratio, the more the enemies will spawn compared to other during the wave. This helps balancing the progression by spawning weaker ennemies.						
	Tank Skeleton	100	1	12		600	10	6000										
4	Ranged Spirit	20	2	15	Threat * 3	3600	10	36000	185280,5	507,6039013								
	Snake	40	2,8	8		3512,32	20	70246,4										
	Flying Chimera	20	3,7	6		3039,18	20	60783,6										
	Basic Spirit	12	2,3	5		365,01	50	18250,5										
5	Ranged Spirit	20	2	15	Threat * 3	3600	10	36000	203019,7	556,2031177								
	Snake	40	2,8	8		3512,32	30	105369,6										
	Basic Spirit	12	2,3	5		365,01	10	3650,1										
	Lupus	50	2	10		2000	20	40000										
	Tank Skeleton	100	1	12		600	30	18000										
6	Ranged Spirit	20	2	15	Threat * 3	3600	10	36000	212288,3	581,5958467								
	Snake	40	2,8	8		3512,32	20	70246,4										
	Basic Spirit	12	2,3	5		365,01	10	3650,1										
	Lupus	50	2	10		2000	30	60000										
	Tank Skeleton	100	1	12		600	20	12000										
	Flying Chimera	20	3,7	6		3039,18	10	30391,8										
7	Ranged Spirit	20	2	15	Threat * 3	3600	10	36000	222680,1	610,0657516								
	Snake	40	2,8	8		3512,32	20	70246,4										
	Basic Spirit	12	2,3	5		365,01	10	3650,1										
	Lupus	50	2	10		2000	20	40000										
	Tank Skeleton	100	1	12		600	20	12000										
	Flying Chimera	20	3,7	6		3039,18	20	60783,6										
8	Ranged Spirit	20	2	15	Threat * 3	3600	20	72000	267803,3	733,6875702								
	Snake	40	2,8	8		3512,32	30	105369,6										
	Basic Spirit	12	2,3	5		365,01	10	3650,1										
	Lupus	50	2	10		2000	10	20000										
	Tank Skeleton	100	1	12		600	10	6000										
	Flying Chimera	20	3,7	6		3039,18	20	60783,6										
	Stat Weight	0,5	3	1		3 Ranged ennemies don't need move speed to damage the player, so bypassing the MoveSpeed (which is considered the strongest stat) makes the unit pretty strong. Bypassing the stats instantly gives the stat weight to the Threat score												



The first wave is intentionally much easier than the others. It acts as a tutorial, while also giving smart players an opportunity to build early economic momentum.

Every wave after the 8th will repeat itself, but it will also increment each ennemy stats by 1,2% for each subsequent wave, creating an endless challenging game.