

Weapon Type	TTS	CD	MIDMG	MXDMG	SPEED	LIFETIME	PENETRATION	APS	CRIT %
SHOTGUN (chocolate)	0	0.9	1	6	120	0.04	2	2	3
MINIGUN (Lemon)	0	0.15	1	1	30	3	1	0.5	3
RAILGUN (Cherry)	2	0.3	7	10	130	3	8	5	5
STOCK (Melee)***	0	0.3	1	1	300	0	1	0	0

Weapon Type	AGS
SHOTGUN (chocolate)	5
MINIGUN (lemon)	1
RAILGUN (cherry)	1

LEGEND	
STATS	UNIT/RANGE
TTS = Time To Shot	Seconds
CD = Cooldown	Seconds
MIDMG = Minimum Damage	out of 10
MXDMG = Maximum Damage	out of 10
SPEED	Meters / Second
LIFETIME	Seconds
PENETRATION	out of 10
APS = Ammo Per Shot	out of 10
CRIT = 2x Normal Damage	%
AGS = Ammo Generated / Shot	out of 10

** SPEED / LIFETIME = Weapon Range **
 ** MIDMG + MXDMG = Damage Range. Random number between minimum and maximum value **
 ** CD = Time In between bullets **
 ** PENETRATION = Number of targets the bullet can go through before despawn **
 ** CRIT = Double Damage. Apply pushback to the enemy **
 *** STOCK (Melee) = Apply pushback. Gain 10% ammo / hit of current equipped weapon ***

