

robotfight - Bug #6056

Descrição das armas confusas

05/28/2013 11:06 PM - Paulo Jorge Nascimento Oliveira

Status:	Resolvido	Start date:	05/28/2013
Priority:	Normal	Due date:	
Assignee:	Joel Fernando da Silva Santos	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			

Description

Na API vocês tem esta descrição, o que não faz sentido:

```
// Fires your cannon. This functin has a cooldown before you can
// use it again.
// Cooldown: 150 Damage: 15
fastFire: function(),
```

```
// Fires your cannon with a lower cooldown but causing less damage.
// This functin has a cooldown before you can
// use it again.
// Cooldown: 50 Damage: 5
fire: function(),
```

A "fastfire" devia ter menos cooldown que a "fire"?

History

#1 - 05/29/2013 12:15 PM - Joel Fernando da Silva Santos

- Status changed from Novo to Resolvido
- Assignee set to Joel Fernando da Silva Santos
- % Done changed from 0 to 100

A documentação estava trocada