**Update Document**

1. Added a unit known as HealerUnit. This unit will see who is closest on their team and from there they will move towards that unit and heal them for one HP while they are in range.
2. Added a unit known as a WizardUnit. This unit will have a lot less HP compared to the ranger unit. However this unit will also do a lot more damage. This unit inherits from the base unit class.
3. Added a unit known as a HeroUnit. This unit also inherits from the base unit class. This unit is a lot stronger than all the others as well as having a lot of HP. This means that other units will have to team up and take it down as one normal unit will not be able to destroy this unit.
4. The resource buildings now use the resource they have as fuel. So they will be given a certain amount a resources at the beginning of the game. These resources will deplete overtime the point where they run out. At this point the building will have no way to upkeep itself, so it will gradually decrease its HP per game tick. When the HP reaches 0, it will be destroyed.