

# Prototype Classes

## Assault Class:

The Assault Class will be the fundamental class that will allow the player to use generic weapons and equipment.

## Scout Class:

The Scout Class will be a recon type class which is best at a vantage point where the player can feed intel back to their team. the scout would mainly use sniper rifles/energy knives

## Engineer Class:

The Engineer Class would use heavy weapons and different traps,mines and a personal turret to help his team achieve victory on the battlefield.

## Medic Class:

The Medic Class Would use light weapons as well as a light beam that heals allys when then come in contact with it.