UPDATES

For task 3 I added five units.

**The Healer unit:**

These units add 5 health to teammates that are in range with them, but only when their health is more than 0 and less than 75.

**The Thief unit:**

These units move slowly and only does a damage of one to the enemies in a range of 1.

**The Mage unit:**

These units add 5 to the speed of their teammates that are within their range.

**The Spy unit:**

These units removes 2 from the enemies speed if the enemy is within their range.

**The Devil unit:**

These units deal a damage of 15 to units that are in a range of 1. Their speed is 15 and there are only 1 of these units per team.