* Flying Enemy
  + Purpose: The flying viruses will be like a higher level bulkier virus that will become common in the later levels to increase difficulty
  + Role: To act as an elusive bulky virus
  + Actions: It can sting you with critical damage and show low damage “missiles” at you
  + Statistics: it will have 150 HP, 50 Speed Points, 100 attack
* Floor-Level
  + Purpose: This will be a slow, light weight virus that will be easy to kill. At first they will come in small groups to act as a low difficulty. In the later levels they will come in swarms to increase difficulty
  + Role: To be low power easy kills
  + Actions: Can only physical claw at you which is a very low power
  + Statistics: 50 HP, 75 Speed, 25 Attack
* Mid/Eye Level Enemy
  + Purpose: Will be decently strong and bulky enemies to act a slight challenge
  + Role: Enemies that act as a transition from lower levels to higher ones
  + Actions: able to shoot low damage missiles from a decent proximity
  + Statistics: 100 HP, 50 Speed, 75 Attack
* RazorX2 Throwing Star
  + Purpose: The weapon for the user to damage its opponents
  + Role: A Low Power but accurate weapon
  + Action: Simple Throwing Motion
  + Statistics: 25 HP Damage