**Enemy (Interface)**

* Data Members
  + Level
  + HP
  + Attack
  + Defense
  + Speed
  + Type
* Public
  + LoadAnimations()
  + Attack1()
  + Attack2()
  + Defend()
  + Heal()
  + SpecialAttack()
  + UpdateHealth()
  + IsDefeated()
  + GetHP()
  + GetStats()
* Private
  + Animation/Sprite Placement Methods
    - LoadIdle()
    - LoadRun()
    - LoadAttack1()
    - LoadAttack2()
    - LoadDefend()
    - LoadHeal()
    - LoadSpecialAttack()
    - LoadTookHit()
  + Animation Methods
    - Idle()
    - Run()
    - Attack1Animation()
    - Attack2Animation()
    - JumpBackAnimation()
    - DefendAnimation()
    - HealAnimation()
    - SpecialAttackAnimation()
    - TookHit()