Enemy

Name: String
xpWon: int
Health: int
Mana: int
Speed: Double
Skillset: Power
defenseType: Char

Hero

Name: String
experiencePoints: int
Level: int
Health: int
Mana: int
Speed: Double
defenseType: Char
Skillset: Power

Power

Name: String
Type: Char
bonusType: Char
Damage: Double