**Hero classes:**

Warrior: Software Engineer

Hunter: Network Architect

Healer: Support Engineer

Rogue: Information Security

Mage: Systems Analyst

**Enemy attacks:**

**Warrior:**

Fist of Wreckage- attacks everything in a 3x3 field directly in front of the enemy. Damages the target(s) by n% of their health bar.

Taser- does some special attack damage, maybe prevents movement of the victim for a turn.(drops movement speed to 0 temporarily).

Mace Spray- sprays mace into the opponent's eyes causing n damage each turn for x turns.

**Hunter:**

Long Shot- attacks in one straight line. Low-moderate damage. If multiple enemies(player's characters) are in the path, they all receive damage. The characters closer to the enemy receive more damage than the ones behind it.

Mud Trap- keep a hero player stuck for a turn.

Wet Cement- throws cement at the enemy causing n damage and encasing them in cement which will harden in x turns, freezing them for x turns.

**Healer:**

Free Period- heals everyone on the computer's team by 25%. If they are touching the healer they get an extra 10% heal.

Lunch Rush- increases movement speed, either for themselves or maybe a fellow enemy.

Chicken Soup-heals a companion or the themselves by n health.

Energy Drink- gives a companion an energy drink. It allows that companion to take another turn. //make sure this attack is balanced.