Evader Class: Constant Flee on sight and can hear, shoot at max distance (longer shellLife) (LongShot)

Light class: Short chase distance based off CanHear/CanSee, shoot distance is short, short shellLife, smaller shells, half the damage with increased fireRate

Heavy class: medium shoot range, slow shooting, CanSee only, shoot distance is average, normal shellLife. Only class to “Patrol”. Larger shells, 1.5x the damage with slow fireRate.

Boss class: Shoot at long range based of CanSee, doesn’t move, will have a lot of life