Additional Features (In order from most to least desirable):
- Healing
- Dodge chance
- Reduced damage
- AOE Attack
- Smarter AI?
- Good Audio
- Good Art

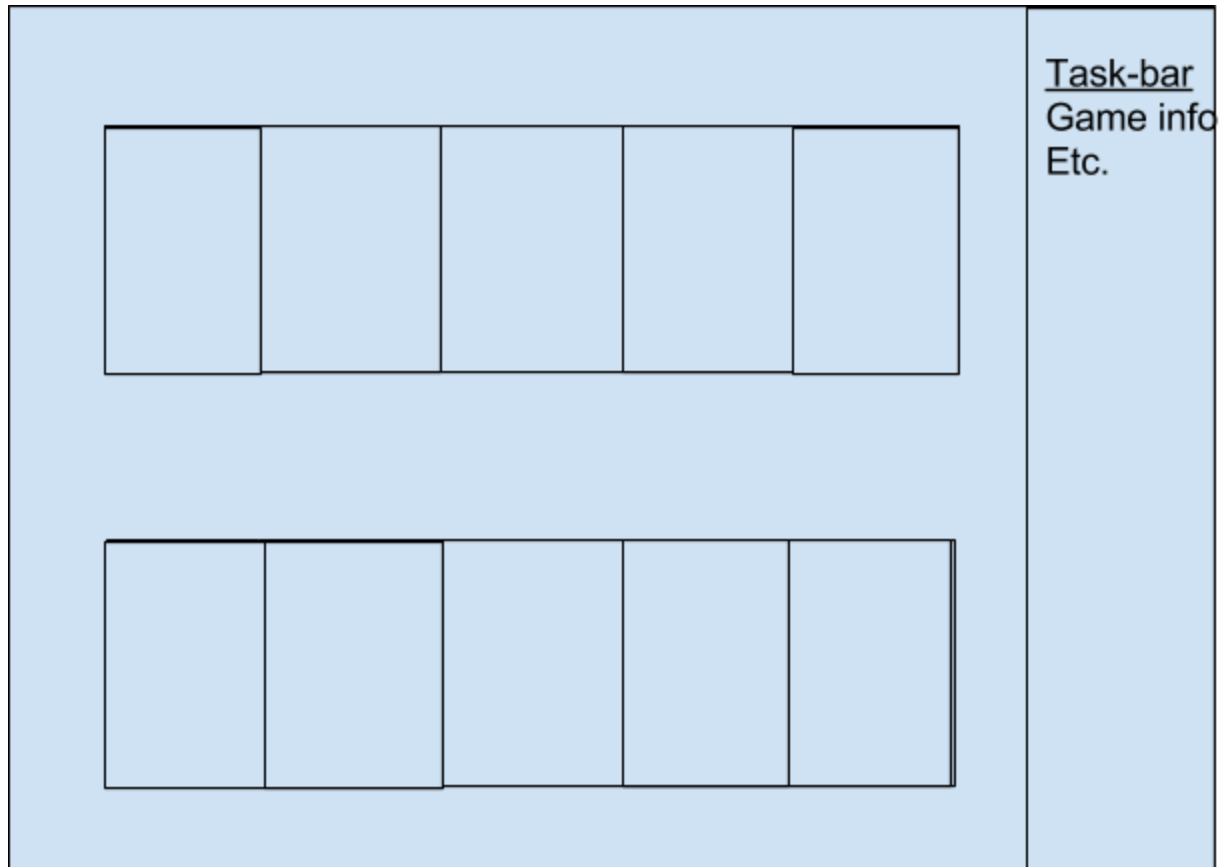## Guardians:
Titan: Tank class, high health, mediocre damage, good armour (reduced damage)
Hunter: Agile class, medium health, mediocre damage, good dodge chance
Warlock: All round class, low health, good damage, can heal

Board:

Game Info:
- 5 cards are chosen at the beginning of the game and auto placed into the 5 slots for each player
- These 5 cards are chosen randomly between the 3 classes (duplicates will be had)
- Player at the top of the board goes first

Players can choose who they can attack at will

Look?
Sci-fi theme with a sense of realism (meaning no cartoons)

Sound?
- Cannon fire for attack sound
- Whoosh sound for switching turns
- Other sounds will be kept to a simple level, nothing out of the ordinary

Titan:
Can choose between:
- Attack (standard single target attack for 5 damage)
- Hulk Smash (AOE attack, 4 damage for primary target and 1 damage each for the heroes beside them)
- Armour Up (will take half damage next turn)

Health: 60HP

Hunter:
Can choose between:
- Attack (standard single target attack for 5 damage)
- Exposed Attack (strike a target for 7 damage but receive 3 damage in return)
- Dodge This (gives a 50% dodge chance to take no damage from each individual attack next turn)

Health: 50HP

Warlock:
Can choose between:
- Attack (standard single target attack for 6 damage)
- Nova Bomb (deal 1 damage to each hero)
- Radiance (heal for 6 health)

Health: 40HP