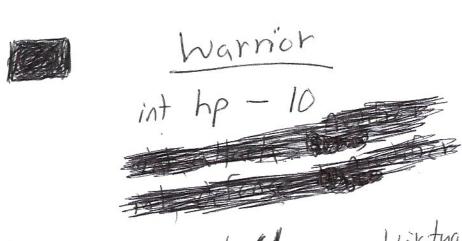
Two player Game MEDIZ Each Round has 2 battles Baseller heal after each total hp per round - Each Player Selett Game Over when I team rurs out of warnors

Warriors of Light



attack (1);

Virtual intassign Damage ()

Red Beserker

Higher Attack

More Damage

hp -10 Damage 1-5

Jumpy Damage 1-5

Blue

Medic

Healing

hp - 10

Damage 1-5

Can assign 5 hp per round Green

Tank

Higher Defense Modilfier

Loss damage More Damage

Absorption absorb damoigo ();



Aamags Absorphia

List Warnisms	
Choose Warner for Battle	
Battle # 1 = De	
Plant Defeated Warning Check Victory Co	endthen
List Warriors Choose Warrior For Battle	
Battle #Z	
Remove Defeats warms thete Vict	my Condition
Heal	
	01
Game	Player
run - game loop	team
Ist was Eling that well	Name
handle Round	
handle Battles Get Player Names	
Player 1	
player 2	