Title: Java Fantasy Arena - Battle of Champions

Java Fantasy Arena is an exciting multiplayer game inspired by popular MOBA games like Dota. In this game, players select from a variety of unique characters, each with their own abilities and strengths. The game revolves around strategic team-based combat where players compete to destroy the opponent's base while defending their own.

1 Character Class: The foundation of the game, each character inherits from a base Character class. This class contains attributes and methods common to all characters, such as health, mana, and movement.

2 Player Class: Represents the human-controlled players in the game. It inherits from the Character class and adds functionalities like player-specific actions and controls.

3 Subclasses: Characters are divided into subclasses such as Mage, Warrior, and Assassin. Each subclass inherits from the Character class and has its own unique abilities and playstyle. For example, Mages excel in casting powerful spells, Warriors are adept at close combat, and Assassins specialize in swift and deadly strikes.

4 Strike Types: Different types of strikes are implemented as subclasses of a Strike class. These include Short Range, Long Range, Mega Powerful, and Low Power strikes. Each strike type inherits from the Strike class and has its own damage output, range, and effects.

 For-each loops: For-each loops are utilized for iterating over arrays or collections of characters, players, and strikes in various game scenarios. They simplify the code and enhance readability by eliminating the need for explicit indexing.