

## Class Hero

- Contain any stat for hero.
- Contain level up method.
- Contain Sword\_levelup() call Sword\_levelup in Class sword.
- Contain Shield\_levelup() call shield\_levelup in Class shield.
- Contain equipSword method for equip sword.
- Contain equipShield method for equip shield.
- Contain double Attack method use for Attack another hero in field.
- Contain String check\_HP method for check enemy HP when you attack and check when game end.
- Contain unequip method for unequip sword and shield.
- Contain getInfo method for illustrate Information about that hero.

## Class Sword

- Contain any stat for sword.
- Contain sword\_levelUp method for enhance sword.
- Contain double Stat method for return sword\_atk.

## Class Shield

- Contain any stat for shield.
- Contain shield\_levelUp method for enhance shield.
- Contain double Stat method for return shield\_def.