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.