

## Code review

/\*\*use same method in 2 same class (WizardCharacter() and WarriorCharacter())

\*can group in one

\*/

```
@Override
public void levelUp() {
    level++;
    magicDamage = 15 + level * 3;
    System.out.println(name + " leveled up to level " + level);
}
```

```
@Override
public void checkStats() {
    System.out.println("Name: " + name);
    System.out.println("Level: " + level);
    System.out.println("Health: " + hp);
    System.out.println("Magic Damage: " + magicDamage + (weapon != null ?
    weapon.getAttackDamage() : 0));

    if (weapon != null) {
        System.out.println("Equipped Weapon: " +
    weapon.getClass().getSimpleName());
    }

    if (armor != null) {
        System.out.println("Equipped Armor: " +
    armor.getClass().getSimpleName());
    }
}
```

```
@Override
public void getAttack(int damage) {
    int actualDamage = 0;
    if (armor != null) {
        actualDamage -= armor.getDefenseBonus();
    }

    hp -= actualDamage;

    if (hp <= 0) {
        System.out.println(name + " has been defeated!");
    } else {
        System.out.println(name + " takes " + actualDamage + " damage. Hp : "
+ hp);
    }
}
```