

# What should be improved?

- some variables in class character should change from public to private
- some methods could implement as static then called in non-static method
  - ex. `public void equip() {...}`  $\Rightarrow$  called static when needed
  - `public static void equip(weapon, tribe) {...}`  $\Rightarrow$  only important equations that change value of character's statistics
- no varieties of weapon statistics & unreasonable of stat's equations
  - $\hookrightarrow$  implements more weapon
  - $\hookrightarrow$  use more reasonable equations to actualize the character's stat
- implements more interactions between character . For example, shield (for defense)