Battle system arround the pillars of OOP:

Inheritance:

Character => Player, Enemy

Player => Different classes

Enemy => Different enemy types

Polymorphism:

Movespeed: Everyone moves differently

Damage: Everyone does different damage

Health: Everyone takes a different amount of damage

Attack()

Heal()

Encapsulation:

Attacks can only do positive damage

Heals can only heal (negative damage)

Abstraction:

Attack(), Heal(), Walk()