OBJECTS/ARRAYS EXERCISE 1

Skills: Objects, arrays, and loops

Create an array of 3 characters. Each character is an object with two properties--name and health. Create an object outside the array in a variable called opponent. The opponent also has name and health properties. (the opponent should start with more health than any of the characters.)

Create a loop that:
● Prints out the name and health of all three characters plus the opponent.
● Prompts the user to pick a character by number (1, 2, or 3).
● "Battles" the selected character against the opponent. Remove five health from both the character and the opponent. (Or you can remove a random number from each.)
● Exit the loop when the user response is null, which means that the cancel button was clicked.

Extended Challenges:
1. Do not allow a character with zero or less health to engage in battle.
2. Check for invalid input (must be number between 1 and 3).
3. Automatically end the program when the opponent health hits zero or all of the characters' health has hit zero. Display a "win" or "lose" message.