Possible algorithm

Define the main function

Create an object for the player

Initialize the Player Object

Eventually improve our initializer

Define the private attributes of the player object()

Define limits of attributes

PrintStats()

Create an object for the monster

Initialize the Monster Object

Eventually improve our initializer

Define the private attributes of the monster object()

Define limits of attributes

PrintStats()

Design the Hit Method

Design fight algorithm

Import TBC

Define Main

Make player tbc.character

Change parameters through properties

Player.name = “Player”

Player.hitPerc = 50

Player.hitPoints = 20

Design tbc library