1. Change all child-modifiable attributes from Public to Protected

2. Combine isGood() and isBad() mutators to isGood(bool); remove setCharNum(int)

3. Shorten names: HP, AP

4. Party System: -Add party as a local Array/List (can be array of ints) for "special effects"

-Add a Global party object/list

5. Donut?

6. shapeNum: global enum? local enum (Shape)? global const int?

7. Environment - Physics

8. Enemies are numbers (Bosses are symbols: pi, etc, infinity) that inherits from Shapes.

9.