

Make a class with character and monster attributes

Character has attributes

HP 5

AC 2

Hit percent (30- 100)

Damage 4

Monster has attributes

HP 15

AC 0

Damage 1

Hit percent (10-100)

Make fight function that tells you if something is hit (input hit percent) outputs a bool and takes damage from the monster or takes from the character

Make a print stats function that prints the stats

Make a main function that runs the main loop

And checks if the HP is ==0

And ends game if ==true