TBC PsuedoCode:

# Importing the random module

import random

# Defining the Character class

CLASS Character:

# Constructor method to initialize character attributes

FUNCTION \_\_init\_\_():

Initialize name, hitPoints, hitChance, maxDamage, armor

# Getter and setter methods for name, hitPoints, hitChance, maxDamage, and armor properties

# Method to validate integer values

FUNCTION testInt(value, min = 0, max = 100, default = 0):

Validate if value is an integer within specified range, return default if not

# Method to simulate character attacking another character

FUNCTION hit(enemy):

IF random number between 1 and 100 is less than hitChance:

Inflict damage on the enemy based on maxDamage and armor

ELSE:

Print that the attack missed

# Method to print character statistics

FUNCTION printStats():

Print character's name, hitPoints, hitChance, maxDamage, and armor

# Function to perform a basic fight between two characters

FUNCTION basicFight(player1, player2):

WHILE True:

Player1 attacks Player2

Player2 attacks Player1

Print both players' current hit points

# Function to allow the user to control a fight between a player and an enemy

FUNCTION userFight(player, enemy):

WHILE True:

Display options for the user: fight, heal, rest

Prompt user for choice

IF choice is fight:

Player attacks enemy

ELSE IF choice is heal:

Increase player's hit points

ELSE IF choice is rest:

Increase player's max damage

ELSE:

Print invalid choice message

Continue to next iteration

Enemy attacks player

Print both players' current hit points

# Main function to create characters, print their stats, and initiate fights

FUNCTION main():

Create player and enemy characters

Set their attributes

Print player and enemy stats

# Call userFight function to initiate user-controlled fight

userFight(player, enemy)

# Entry point of the program

IF \_\_name\_\_ == "\_\_main\_\_":

Call the main function to start the program execution