TBC PSUEDO:

Import random for random damage

Create Character class, initialize self and give: name, hit points, hit chance, max damage, and armor

Print the stats of each character

Create function that determines if the characters are alive if they have over 0 health

Define how the armor works and how it handles taking damage

Define the attacks to have a random 0-100% chance of hitting. If hit, list how for how much. If miss, tell user they missed

Define combat for if both entities are alive to attack the opponent; check if either character is still alive and announce who won when a character is defeated

MAIN PSUEDO:

Import TBC

Create main function that lists out character’s stats for Hero, do same for monster

Print the stats of the round for each character

Execute fight turn