Initialize a class called Character:

Initialize the properties name, hitPoints, hitChance, maxDamage, and armor

Define a constructor method to set the default values for each property

Define property getters and setters for each property to enforce constraints on their values

Define a method called printStats to print the character's statistics

Define a method called hit to simulate an attack on an opponent character:

Generate a random number to determine if the attack hits based on hitChance

If the attack hits:

Calculate random damage within the range of 1 to maxDamage

Print a message indicating the attack and apply the damage to the opponent's hitPoints

If the opponent's hitPoints fall to or below zero:

Print a message indicating the opponent has been defeated

If the attack misses:

Print a message indicating the attack missed

Define a main function:

Create two instances of the Character class, playerOne and playerTwo

Set the names for playerOne and playerTwo

Print the statistics for playerOne and playerTwo

Set a condition named keepGoing to True

While keepGoing is True:

Prompt the user to press Enter to Attack

If the user presses Enter:

Simulate an attack from playerOne on playerTwo and vice versa

If playerOne's hitPoints fall to or below zero:

Set keepGoing to False and print a message indicating playerOne has lost

If playerTwo's hitPoints fall to or below zero:

Set keepGoing to False and print a message indicating playerTwo has lost

If the script is executed as the main program:

Call the main function