Monster

- - MonsterType type
- - int x
- - int y
- - int health
- - int attack
- - std::string name

- + Monster(MonsterType type, int x, int y)
- + std::string GetName() const
- + int GetX() const
- + int GetY() const
- + int GetHealth() const
- + int GetAttack() const
- + void TakeDamage(int damage)