Assignment 1

Using your custom sequential containers:

1) Create an enum called Stats
   a. Stats should be Health, Attack, Defense, Stamina, Speed
2) Create a class Player
   a. Player should have a name (std::string is fine)
   b. Player should have an int Array that contains all of the stats in the enum
   c. There should be a function to Initialize the player with default values
      i. Health = 100
      ii. The rest of the stats are random from 1-5
   d. There should be a function to get the stat value for a specific stat
3) Main flow
   a. Create a Vector of players
   b. Add 10 players with random names
   c. Display the names of all the players and all of their stats
   d. Remove 6 players
   e. Add up to a total of 20 players (max out at 20) and display all the new names
   f. Pick a random 2 Players, compare their stats to see who would win a fight
      i. PlayerA(Attack * Stamina) - PlayerB(Defense * Speed) / PlayerB(Health)
      ii. Reverse the calculation for the players
      iii. Whoever has the most health wins
      iv. If there is a tie, flip a coin