Where normally OOP is a tool to achieve the desired functionality, this project flips the concept, in that the project is intended as a demonstration of OOP principles.

The initial design was definitely overcomplicated for what is essentially a demonstration of OOP principles. Scrapped a bunch of stuff, may use the scrapped ideas in a future project.

# Creature

Has fields/properties like float HitPoints, float speed. Has methods like Move(), Attack(), Die().

## Player

Controlled by player input, dying triggers game over.

## Monster

Attempts to attack and kill player.

### Orc

Extra damage when low on health.

### Skeleton

Chance to resurrect on death.

### Slime

Splits into smaller, weaker versions on death.

### Bat

Can fly over obstacles.