**Rubric for Character System in Dungeon Crawler RPG**

1. Base Character Class (15 points)

- Correctly defines a Character base class (5 points)

- Includes attributes: name, health, attack power (5 points)

- Implements methods for attacking and taking damage (5 points)

- Includes a method to display character stats (5 points)

2. Player Class (20 points)

- Inherits from Character class (5 points)

- Adds unique attributes: experience, level (5 points)

- Implements method for gaining experience and leveling up (5 points)

- Includes an inventory system for holding items (5 points)

- Implements methods for using items (5 points)

3. Enemy Class (15 points)

- Inherits from Character class (5 points)

- Implements a method for dropping loot when defeated (5 points)

- Creates at least 3 distinct enemy subclasses (e.g., Goblin, Orc, Dragon) (10 points)

4. Class Interactions (20 points)

- Implements combat system between Player and Enemy (10 points)

- Ensures proper inheritance and method overriding where necessary (10 points)

- Demonstrates polymorphism in handling different character types (5 points)

5. Code Quality and Documentation (30 points)

- attributes are protected (5 points)

- Classes and methods have docstrings (5 points)

- Game is modularized (min 2 code files) and pseudocode added(10 points)

- UML diagram created for classes and sub-classes, must depict relationships (10 points)