

In order to implement and apply code corrections on the base feature of Auto Battle application, the files Character.cs, Grid.cs and Program.cs were modified.

On Grid.cs, adjustments of initialization and code line replacement were made.

On Character.cs, in other hand, it was made adjustments of gridbox indexations on `CheckCloseTargets(Grid battlefield)` method, code lines displacements were fixed on `StartTurn(Grid battlefield)` method.

On Program.cs, the inner methods of the main method were put away as methods of Program class.

The `System.Random` class, used on Character and Program classes was initialized with seed of `DateTime.Now.Millisecond` for better result of features with randomized mechanisms like character damage and players positioning. The grid setup was implemented and can be set up by typing on the console. Constant values were defined on Types.cs.

The extra feature chosen for the Auto Battle was the Special Ability feature for each character class. For this implementation, the special abilities were defined as double damage ability for warrior class, knock back for paladin, teleport for cleric and ranged attack (throw rock) for archer.

The `CharacterAbility` class was created to manage the extra actions from characters. It has the `AbilityTurn(Grid battlefield)` method which executes the special ability of the character given the `AbilityChance` defined as constant value (currently 0.5 => 50%). It has also helper methods to execute ranged attacks, knock backs, teleports and double damage attacks features.