0. (some) uses of polymorphism
    a. To classify in-game objects as different types (weapons, potions, etc)
    b. To create types of characters (Mage, Non-Playable Character, Knight)
    c. To classify objects of different types as one larger type (Swords, Bows, and Lances are all Weapons)
1. generalized uses of polymorphism
    a. Classifying types of accounts in a server or website (Admin is-a User, Member is-a User, but User is-not-necessarily-a Admin)
    b. Organizing products in an online marketplace, or inventory system (Guitar is-a Instrument, Flute is-a instrument, but Instrument is-not-necessarily-a Guitar)
    c. Organizing functions of an application, such as a calculator (Quadratic is-a Function, Linear is-a function, but Function is-not-necessarily-a Linear)
2. The foundation of UserOfRPG.java was created by Mr. Brown-Mykolyk, and the name Slime was suggested by someone in period 8 (I'm not exactly sure who). Jason Lam and Alma Thaler helped me understand compile time vs run time polymorphism.
3. I did 75% of the thinking. The creative work and intellectual work was done by me, save for one element of my understanding. I had trouble grasping runtime vs compile-time recursion, therefore Jason Lam and Alma Thaler gave me a total of ~20 minutes of assistance combined. This helped my learning, as I made sure to work to understand this concept myself.

4. Duelist.java

Method signature	Class in which this method is defined
public boolean isAlive()	Character.java
public int getDefense()	Character.java
public void lowerHP(int dmg)	Character.java
public int attack(Character target)	Character.java
public String toString()	Duelist.java
public String getName()	Protagonist.java
public void specialize()	Duelist.java
public void normalize()	Protagonist.java

5. Be weary, traveller, for no matter how mighty you are, you may belong to the group of a select few unfortunate souls who have a deadly allergy to peanuts. If you belong to this group, peanuts can smite thee, and end your game. Look Out!
6. The collection of superclass variables that belong to the Character array "peanutAllergy" have a deadly weakness, peanuts. Another collection of superclass variables, one that belongs to the array "hasPeanuts", instantly kill any members of the "peanutAllergy" array if they encounter each other.

7. A Character-type variable called "leader" is assigned after every turn, and holds a reference to the Character (any one of the six sub-classes) that currently has more health.
8. Polymorphism in Java
    a. An object's variable-type is determined by the class type to the left of the variable's name in its declaration. An object's variable type determines the members that it has access to (what the object *can* do). This decision is made at compile time.
    b. An object's object-type is determined by the class of object that it holds a reference to. An object's object type determines in which classes its members are defined (*How* the object does it). This decision is made at runtime.