Turn Based combat System Algorithm

Character Class

* Define properties for the class
  + Name
    - Character name
    - Is a String
  + hitPoints
    - Int type for HP
    - For starting number, keep at 20 or below
  + hitChance
    - percent chance to hit target
    - 0-100 int is eligible
  + maxDamage
    - Maximum limit of dmg. Character can deal less dmg then max
    - For starting number, cannot exceed int 10
  + Armor
    - Int type for hitPoint protection
    - For starting number, int cannot exceed 5.
    - Should an atk hit an opponent, if they have armor, it will absorb said amount.
* Define methods
  + PrintStats()
    - Prints the characters stats
    - (Name, HP, Atk percent, Max dmg, armor)
  + Hit method
    - Calculates whether an atk hits.
    - Will need at least one parameter for enemy character.
    - If atk hits, deal random dmg from maxDamage.
    - If enemy has armor, dmg is absorbed depending on armor amount
  + Testint()
    - Testint checks to see if the number being input for character stats is of legal proportions.
    - It checks to make sure the number is not too big or small
* Fight Function
  + Takes two-character models.
  + The characters start their fight.
  + The fight continues until one or the others hit points is equal to 0.
  + Overall idea: The two characters fight back and forth until hitPoints for one of them is equal to 0.