

RPG Game

Closures

1. Exercise 1: Creating a Player Character

- Write a function `createPlayerCharacter` that takes the name (string) and initial level (number) of a player character as arguments. The function should return a closure with as an object with the following properties and methods:
 - `name` property: This should store the character's name.
 - `level` property: This should store the character's level.
 - `xp` property: This should store the character's experience points.
 - `levelUp` method: This should increment the character's level by one and print a message indicating the character's new level.
 - `addXP` method: This should add the passed XP (number) to the character's current XP and print a message indicating the XP added.

2. Exercise 2: Managing Inventory

- Write a function `createInventory` that doesn't take any arguments and returns a closure as an object with the following methods:
 - `addItem` method: This should add the passed item (string) to the inventory and print a message indicating the addition.
 - `removeItem` method: This should remove the passed item (string) from the inventory if it exists, and print a message indicating the removal. If the item doesn't exist in the inventory, it should print a message stating so.
 - `getItems` method: This should return the list of items in the inventory.