

## **Revision Plan**

1. I should use more comments in the code, one of the example is explaining my if else statements instead of just labeling its path.
2. The game can be more interesting because for now it is the same scenario with different outcomes depending on the class of hero you choose; I could have different story line for them.
3. I could incorporate ASCII pictures for when there is a duel between the monster and the hero; I could print out how the hero looks like to make things more interesting.
4. I could have more randomness in my code, for example I could have the monster's health be a random value instead of a set value.
5. I could implement more error handling with do while loops for every single user input instead of saying they lost because they did not input a correct input.