TBC MODULE

Make a class called "Character"
    Def __init__ (self, name, hitPoints, hitChance, maxDamage, armor)
    super().__init__()
    self.name
    Self.hitpoints
    Etc

    @property
    Def name(self)
        Return self.__name

    @name.setter
    Def name(self, value):
        Self.__name = value

    Do this for hitPoints, hitChance, etc.

    def printStats
        Use an f string to print the character's stats using self as a parameter

    def hit(self, enemy)
        If a random integer between 1 and 100 is less than hitChance
            Print {self.name} hits {enemy.name}
            Damage = random integer between 1 and selfmaxDamage
            Print for {damage} points of damage
            Damage -= enemy.armor
            If damage is less than 0
                Set damage equal to 0
            If enemy.armor is less than 0
                Print but {enemy.name}'s armor absorbed {enemy.armor} points
            enemy.hitPoints -= damage
        Else:
            Print {self.name} misses {enemy.name}

    Def fight(self, hero, enemy):
        Set keepGoing to true
        While keepGoing
            Hero hits enemy
            Enemy hits hero
            Print hero's hp
            Print enemy's hp

If hero's hp is less than or equal to 0
        Print hero loses
        Set keepGoing to False
Elif enemy's hp is less than or equal to 0
        Print enemy loses
        Set keepGoing to False

Dummy = Press enter for another round

TBC MAIN
    Import tbc module

    Def main
        Hero = tbc.Character
        hero.name = "hero" (or whatever you please)
        Give values to hero's attributes

        Monster = tbc.Character("Monster", 20 , 30, 5, 0)

        Initiate the fight loop between hero and monster

    If __name__ == "__main__"
        Run main