Backend Interview Task

Technology requirements:

- The application has to use:
    - NodeJS or TypeScript

Task name: *Weapon Shop*

Task:

Your task is to create 2 entities which will work together to create a functioning shop which sells weapons to adventurers.
Characters should be split into 3 types: `Warrior`, `Wizard`, `Rogue`

Every character should have the following traits(as initial values use what suits you):

- `Health`
- `Mana`
- `Strength`
- `Ability power`
- `Agility`
- `Starting money`
- `Current Items` - Should be an empty array at first

Characters should be able to do the following:

- Tell us their current stats.
    - The stats should be modified by the items stored in the `Current Items` array
- Tell us what kind of items they have.
- See what shops offer.
    - When a character enters a shop the shop should display what items are for sale

    ```
    Character has entered the shop:
    1) Sword HP: 10, MP: 5, Str: 14, AP: 0, AG: 3
    2) Greatsword HP: 15, MP: 0, Str: 20, AP: 0, AG: -3
    3) Rapier HP: 5, MP: 7, Str: 10, AP: 0, AG: 7
    ```

- Buy items from shops.

- When an item is bought the character's money should be reduced by the cost of the item and the item should be stored in the `Current Items` array

Shops Should be able to do the following:

- Offer items to the characters visiting them. The offered items should be different for every character type(*For example a* `Wizard` *should not be offered* `Warrior` *items*).
- If an item is bought, it should still be offered by the shop.

The items in the shops should have the following traits:

- Name
- Price
- Stats which correlate with what characters have (`Health` , `mana` , `agility` , etc.).

The task does not require it to be interactive, meaning it's not required to setup `while` loops and await user input. We should be able to write out the following steps:

1. Create a character
2. Create a shop along with the items which it will be selling
3. Send the character into the shop
4. Buy an item.
5. See the stats.