Coding Challenge #2: Character Inventory

In this coding exercise, you will extend the Character class with new functionalities. The requirements are listed below.

We'll cover the following Problem Statment Coding Exercise

Problem Statment

Improve the example RPG to add character inventory management according to the following rules:

- A character's inventory contains a number of gold and a number of keys
- Each character begins with 10 gold and 1 key
- The character description must show the inventory state
- When a character slays another character, the victim's inventory goes to its vanquisher

Coding Exercise

```
class Character {
      constructor(name, health, st
                                                                                 this.name = name;
        this.health = health;
        this.strength = strength;
        this.xp = 0; // XP is alwa
      // Attack a target
      attack(target) {
        if (this.health > 0) {
          const damage = this.stre
11
12
          console.log(
13
            `${this.name} attacks
14
15
          target.health -= damage;
          if (target.health > 0)
```