Diagram of struct relationships:	
Character .	
name: string	
health: int strength: int	
defense: int	
magic: int equipped Weapon: Weapon	
equipped Armor = Armor	
"IS A" relationship	
	7
[Warrior] Mage   Archerisa	
Narrior is a "Mage is a Moher is a character" character" character"	
	_
Methods in Chevracter Interface:  Add Weapon Points (weapon Weapon)	
(2) * [Add Armor Points Carmor Armer)]	
3) x Equipheapon (weapon Weapon)  (a) x (Equipheapon (weapon Meapon)	
(3) x PrintStats (character Personality string)	

