using System;

using GFTNET.src.Entities;

namespace GFTNET

{

    public class Program

    {

        static void Main(string[] args)

        {

           Arus hero = new Arus("Arus", 23, "Knight");

           Arus Wizard = new Arus("Jennica", 23,"White Wizard");

            Console.Write(Wizard.Attack());

        }

    }

}

namespace GFTNET.src.Entities

{

    public class Arus

    {

        public Arus(string Name, int Level, string HeroType){

            this.Name = Name;

            this.Level = Level;

            this.HeroType = HeroType;

        }

        public string Name;

        public int Level;

        public string HeroType;

        public override string ToString(){

            return this.Name + "" + this.Level + "" + this.HeroType;

        }

        public string Attack(){

          return this.Name + "Atacou com sua espada";

        }

    }

}

<Project Sdk="Microsoft.NET.Sdk">

  <PropertyGroup>

    <OutputType>Exe</OutputType>

    <TargetFramework>net6.0</TargetFramework>

    <ImplicitUsings>enable</ImplicitUsings>

    <Nullable>enable</Nullable>

  </PropertyGroup>

</Project>

namespace GFTNET.src.Entities

{

    public class Knight : Hero

    {

         public Knight(string Name, int Level, string HeroType)

        {

            this.Name = Name;

            this.Level = Level;

            this.HeroType = HeroType;

        }

    }

}