Environments

Military office

Military complex / forest base

Training

Rec area

Mess hall

Rest area

Outposts – small bases

Characters

Military boss / Rebel boss – part of military

Doctor - heal

Cooks – improve health

Lifelong friend – stays on one side

Soldiers

player class (player.h player.cpp)

**Member variables:** name, rank, health, xp

**Member functions:** constructors (initialization),

void setName(string nameIn);

string getName() const;

setRank, getRank, setHealth, getHealth, setXp, getXp,

void printPlayerInfo() const;

**special member functions:** attack, addRank, healAnotherPlayer

Interaction

Healing – visit doctor, rest, eat, drugs

0 – 100

Heal from 1; 0 is death

Fighting

Opponent

Attack / defend

Training

Currency

Experience

Health

Rank

Weapons