In this assignment, I divide all work into three parts:

1. Create world
2. Create Heroes
3. Create Monsters
4. Create Battle

In the first part, I create a world for the whole game, I get size of the world from the user, create an Area class to record what is on each area. For the areas with a market on it, I create a market and randomly choose some items in it. When heroes arrive these areas, they can purchase things or sell things.

In the second part, I create a team of heroes. The size of team is up to user and the heroes are selected by user. Each hero has some attributes and a inventory which is used to restore items. User can use W/A/S/D to control the team of heroes to move in the world.

In the third part, I create a calss of Monster, when the heroes travel in the world, they may meet a team of monsters. I use a random pick to create monsters from the Dragon.txt, Spirits.txt and Exoskeletons.txt.

In the fourth part, I create a Battle class. Since after heroes meeting monsters and monsters created, there will be a battle. This is a turn-based battle. In each round, the heroes can attack, cast a spell, use a potion or equip a weapon or piece of armor. And the monster can only attack a random hero. If monsters or heroes are all defeated, the battle is over.

In conclusion, after logically combining these four parts together, I completed my Monster and Hero game.