Arena Game

1. Two fighters fight on an arena.
2. They fight in turns:
   1. F1 hits F2;
   2. If F2 is still alive, F2 fights back.
3. Fight goes on until one player dies. The one left alive is the winner.
4. Every fighter has:
   1. Name.
   2. Strength.
   3. Health (defaults to 1000).
   4. Weapon.
   5. On attack: has a chance to inflict between 70% and 110% of its strength + weapon’s damage;
   6. On defense: reduces health with damage received, cannot be less than zero.
   7. If health is zero, he is dead.
5. We will support these types of fighters:
   1. Knight:
      1. On Defense: Can absorb some of the damage, between 10 and 40 percent of it.
   2. Assassin:
      1. On Attack: Can hit with x3 times his base attack with 40% chance.
6. Weapons – adds damage to player’s attack
   1. Dagger – 50;
   2. Sword – 80;