Fantasy Combat

**Program flow**

Initialize random seed

Welcome user

Display character selection menu

Prompt user to select fighters

Combat proceeds, printing stats after each round

Display final result

Prompt user to repeat

**Character class**

protected:

int armor

int strength\_points

public:

constructor() (sets armor and SP)

attack() = 0;

defend() = 0;

takeDamage()

Barbarian class

protected:

constructor() (sets armor = 0 and SP = 12)

public:

attack() (returns result of 2d6 roll)

defend() (returns result of 2d6 roll)