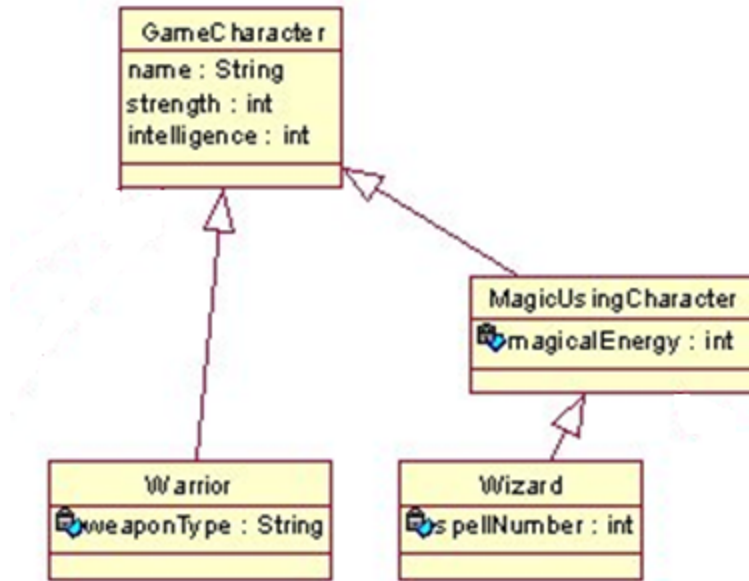


## BONUS-13

**Task:** Implement polymorphism

### Build Specifications

Consider the following class structure:



1. Implement each one of the classes you see in the figure. You need to code the setters and getters, constructors. Add a method called "Play" at the **GameCharacter** class, which basically prints the Name of the Character and shows the strength and the intelligence.
2. You need to override the Play method at the **Warrior**, **MagicUsingCharacter**, and the **Wizard** classes. Each method should print all the properties of that class (including the inherited ones).
3. In the main, create an array of type **GameCharacter** and call it "gameCharacters", and then add: Two Warriors and three Wizards. After that, do a for loop to invoke the Play method for all the objects in that array.

