

TBC Module for import, because actual game is completed.

- Contains at minimum **object Character** (class), and **function Fight**
 - Defining the "Character" class.
 - Attributes: name, hitPoints, hitChance, maxDamage, armor
 - Defining the "Fight" function.
 - name, hitPoints, hitChance, maxDamage and armor.
 - Each turn taken, roll hitChance.
 - If hitChance succeeds then randint between 1 and maxDamage.
 - Else
Tell the user what happens! (name) misses.
Print Hero hitPoints and Monster hitPoints
 - Subtract that value from armor
 - Subtract that subsequent value from hitPoints of Monster.
 - Tell the user what happens! (name) hits (name2) for [damage]
(name2)'s armor can absorb (armor) points.
Print Hero hitPoints and Monster hitPoints.
 - Create function that prints stats of monster and hero health

When either character has hitPoints ≤ 0 , declare victor.

Damage can't be negative.

If the user presses enter, run the fight function.

Plug it all into

import tbc

```
def main():
    hero = tbc.Character()
    hero.name = "Hero"
    hero.hitPoints = 10
    hero.hitChance = 50
    hero.maxDamage = 5
    hero.armor = 2

    monster = tbc.Character("Monster", 20, 30, 5, 0)

    hero.printStats()
    monster.printStats()

    tbc.fight(hero, monster)

if __name__ == "__main__":
    main()
```