

# 1 Monster Recommendations

The first class construction recommendation that I can think of may not reduce the amount of code, but would help with keeping with OOP practices is to make Ogre a base class with the two types being sub-classes. I think this would help to initialize each with their respective stats and skill growth. This would also reduce the need to compare ogre type in the init, and keep Attacks in the module with only the type of Ogre that they belong to.

Regarding the overall construction of the Monsters and Characters, with the limited amount of time reviewing the code base, especially on the Character side, I am not sure that both need to be sub-classes of Combatant. There are a few methods that Monsters inherit that are never used, such as win\_battle and get\_skills that either pass or return empty dictionaries. It also makes it difficult to trace something like Ogre all the way back up to see where issues are coming from. I think that Character could be the ABC for all playable characters, and Monster could be the ABC for all encountered monsters.