

Micro Assignment

Battle

Create a new program that simulates a battle between an avatar and a monster. You can reuse the Avatar class from the Unhappy Ending assignment.

Pseudo code:

- Setup
 - Create monster.
 - Create avatar.
 - Start battle.
- Battle
 - While both are alive (health above zero).
 - Based on strength, give damage to each other, decreasing health.

Example output:

```
Battle between Avatar (strength:40,health:100) and Hydra (strength:50,health:50)
  Hydra was hit by 22. Hydra health: 28
  Avatar was hit by 31. Avatar health: 69
  Hydra was hit by 19. Hydra health: 9
  Avatar was hit by 33. Avatar health: 36
  Hydra was hit by 7. Hydra health: 2
  Avatar was hit by 21. Avatar health: 15
  Hydra was hit by 17. Hydra health: -15
  Avatar was hit by 3. Avatar health: 12
Hydra was killed in battle.
```

```
Process finished with exit code 0
```

UML Class diagram

