

```
PS C:\Users\charl\github\Object-Oriented-Programming-C-Plus-Plus\labs\lab4> ./main
NPC_1 won against NPC_0
NPC_2 won against NPC_5
NPC_3 won against NPC_2
NPC_8 won against NPC_3
NPC_1 won against NPC_1
NPC_9 won against NPC_1
NPC_4 won against NPC_9
NPC_6 won against NPC_7
NPC_4 won against NPC_6
Name: NPC_0      Hits Taken: 3   Luck: 0.1      Exp: 50 Level: 1      Status: Dead
Name: NPC_1      Hits Taken: 3   Luck: 0.2      Exp: 50 Level: 2      Status: Dead
Name: NPC_2      Hits Taken: 3   Luck: 0.2      Exp: 0  Level: 2      Status: Dead
Name: NPC_3      Hits Taken: 3   Luck: 0.2      Exp: 0  Level: 2      Status: Dead
Name: NPC_4      Hits Taken: 0   Luck: 0.2      Exp: 50 Level: 2      Status: Alive
Name: NPC_5      Hits Taken: 3   Luck: 0.1      Exp: 50 Level: 1      Status: Dead
Name: NPC_6      Hits Taken: 3   Luck: 0.2      Exp: 0  Level: 2      Status: Dead
Name: NPC_7      Hits Taken: 3   Luck: 0.1      Exp: 50 Level: 1      Status: Dead
Name: NPC_8      Hits Taken: 3   Luck: 0.2      Exp: 0  Level: 2      Status: Dead
Name: NPC_9      Hits Taken: 3   Luck: 0.2      Exp: 0  Level: 2      Status: Dead
PS C:\Users\charl\github\Object-Oriented-Programming-C-Plus-Plus\labs\lab4> |
```