

By using separate interfaces for Weapons and Orders to help contain their individual elements, demonstrating **Encapsulation**. (e.g. Weapons had Axe, Cannon, etc. Orders had Attack, Flee, etc.)

Character defines both Tank and Grunt, using **Inheritance** for their traits. (e.g. setWeapon(), setOrder(), useWeapon() and useOrder())

It is possible to change a Character's Weapons and Orders during runtime, which allows for **Polymorphism**. (e.g. The main driver uses default Weapons and Orders, then sets and uses new versions.)