Main

void CharacterCreation()
void Rounds()
bool Combat()
int Ability()
void collectLoot()

Character

private:
string _name
string _class
int _health
int _mana
int _attack

public:
string getName()
string getClass()
void addMana(int mana)
void restorePlayerMana()
void subtractDamage(int damage)
void subtractMana(int manaCost)
void addHealth(int heal)
void buffAttack(int buff)
int getHealth()
int getMana()
int getAttack()

Character(string name, char prof)
~Character()

Monsters

private:
int _monsterRand
string _name
int _health
int _attack

public:
string getMonsterName()
int getMonsterHealth()
int getMonsterAttack()
void subtractDamage(int damage)
Monster(int round)
~Monster()

Items

private:
string _itemName
int _hpInc
int _mpInc
int _attInc
int _itemRand

public:
string getItemName()
int getManaInc()
int getHealthInc()
int getAttackBuff()
Items()
~Items()

Abilities

private:
int _damageMulti = 3
int _abilityDamage
int _healAmt
int _manaCost
string _class

public:
int getAbilityDamage(char choice, int attack);
int getManaCost();
int getHealAmt();
Abilities(char choice, int attack);
~Abilities();