Some requirements are going to be declaring a pointer that will point to the enemies so that I can constantly be deleting them upon defeat and constructing a new enemy for you. My idea for classes will be

Player Class : There will be 3, Fighter Ranger and Mage, but all will have the same basic design, with most of the differences being in health and skills available to you

-void levelUp(int &currentLevel); just adds 1 to your current level.

-int maxHealth; maximum health

+int health; current health

+void strike(); attack the enemy

+void defend(); block some incoming damage

+void useItem(); uses an item, like a healing potion or throwing axe

+void useSkill(); reads out a selector to pick and then use a skill

Enemy

-int health

-int maxHealth

+void strike()

+void defend()

+void taunt() Alerts the player to an extra powerful attack next turn

+void crush() The extra powerful attack prefaced by the taunt