**Dare to be the ultimate scarer?**

Welcome to "Monsters University," a fun game where you get to be in charge of your own monster. In this game, you create a monster, feed it, train it, and help it learn how to scare. Your main goal is to scare the child Boo, but it's not as easy as it sounds!

**HOW TO PLAY**

When you start, you'll pick or make your own monster. You decide everything about it, like how it looks and how strong and scary it is. But remember, just like us, monsters get hungry and tired. You'll need to feed your monster to keep it healthy and make it stronger. But be careful, because too much training can make your monster very tired. If your monster gets too tired, it might get caught by Boo's parents, and that would be game over!

The most exciting part is teaching your monster how to roar. A good roar can really scare Boo, but learning to roar is tough. There's only a 15% chance your monster will get it right. If it fails, it'll lose some health and get even more tired. But if it learns to roar, some of its stats will go way up, making it much easier to scare Boo.

Your monster can also rest to get rid of its tiredness. This is very important because a well-rested monster is a happy and healthy monster.

The game is all about figuring out when to train, what food to eat, and when to rest. You want to make your monster strong enough to double Boo's stats because that's how you win the game. However, you will never know Boo's stats, and they're randomised every time you start a new game. It's all about balance and making smart choices for your monster.

**MAKING THE GAME**

"Monsters University" is brought to life through C++ and Object-Oriented Programming (OOP), using classes as blueprints to create complex characters like monsters and children. These characters start with fundamental traits from the *Creature* class and develop further through specialised training (*PhysicalTraining*, *MentalTraining*, *RoarTraining*) to improve specific skills crucial for gameplay.

OOP principles like inheritance allow for a structured development path where monsters gain new abilities from their training, enhancing gameplay diversity. Polymorphism enables varied actions such as eating and resting, contributing to the game's dynamic world. Encapsulation keeps the gameplay fair by ensuring character attributes can only change through intended game interactions, supported by strategic error handling for a smooth experience.

Training sessions are key to the game, mirroring the challenge of skill development. They require players to strategically balance training, rest, and nutrition to succeed, making every decision impactful. Through these OOP concepts, "Monsters University" challenges players to think strategically and manage their monster's development effectively.

So, come join the adventure at "Monsters University" and see if you can become the top scarer! Do you have what it takes to scare Boo?