

Character Builder

You must build a command line application that can be used to build a video game character based on the specifications outlined below. All user input should be validated and if any errors occur the program should fail gracefully. Make use of Object Oriented Programming principles like polymorphism and inheritance to achieve the best possible solution.

The flow of the program should be as follows:

1. Give them a name
2. Pick a race
3. Pick a weapon

When the user is done they should see their characters stats printed to the screen.

The data model should be a Character class, a Biped class, a Quadruped class and individual classes per race (make use of inheritance here).

Each weapon should also be in its own class.

Each character should have a move, eat and speak method that print to the screen a sentence that includes the details outlined below i.e move should print name + " moves at " + speed + " speed". Ask me if you need more clarification on this cause I'm tired at the time of writing this.

As for the methods above, the Character, Biped and Quadruped classes should have more generic implementations of these as they are a more generic type. Get to it!

Races

- Human
 - Two legs, 2 speed, eats with hands, very witty
- Catman
 - Four legs, 4 speed, eats with face, very sneaky
- Dogman
 - Four legs, 4 speed, eats with face, very friendly
- High elf
 - Two legs, 2 speed, eats with hands, very arrogant
- Low elf
 - Two legs, 2 speed, eats with hands, very dirty
- Orc
 - Two legs, 2 speed, eats with hands, very angry
- Dwarf
 - Two legs, 2 speed, eats with hands, very proud
- Horseboy
 - Four legs, 4 speed, eats with face, very leggy

Weapons

- Sword
 - 5 damage
- Axe
 - 6 damage
- Bread Roll
 - -2 damage
- Big Man
 - 10 damage
- Small Man
 - 2 damage
- Lightning Mace
 - 400 damage