● 소스 파일

```cpp
#include "stdafx.h"
#include "cPlayer.h"

cPlayer::cPlayer()
{
        m_strName = "우주최강캐릭터";
        m_eState = P_IDLE;

        m_nExp = 0;
        m_nLevel = 1;

        m_eArmor = A_LIGHT;
        CalcMaxHp();

        m_nCurrHp = m_nMaxHp;
        m_nAtt = 5;
}

cPlayer::~cPlayer()
{
}

void cPlayer::IncreaseExp(int exp)
{
        // 현재 경험치가 150(2) + 260 = 410 => 5렙
        m_nExp += exp;

        if (m_nLevel * 100 < m_nExp)
                m_nLevel = m_nExp / 100 + 1;
}

void cPlayer::CalcMaxHp()
{
        switch (m_eArmor)
        {
        case A_LIGHT:
                m_nMaxHp = 150;
                break;
        case A_MEDIUM:
                m_nMaxHp = 200;
                break;
        case A_HEAVY:
                m_nMaxHp = 300;
                break;
        default:
                m_nMaxHp = 100;
                break;
        }
}

void cPlayer::CalcAttDamage()
{
}
```