Player States

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private Player —player

- player = new Player()

Constructors run:
- hp = 1000
- defense = 60
- attack Rating = 1.5
- strength = 299
- inventory = new ArrayList<Equipment>(6)
- equipment = new ArrayList<Equipment>(2)
- strengthAlt = 0
- defenseAlt = 0

Takes a name input in woe.jave(brian):
- player = new Player(name)

Runs same constructors as before
but adds
- name = name

Going to See an NPC:
(If you get it rights
- Adds an equipment to
- inventory

Choosing to equip something:
- Adds the equipment to -equipment
- Removes the equipment from -inventory

Choosing to unequip something:
- Adds equipment to -inventory
- Removes equipment from -equipment

Choosing to battle:
- lowers HP according to the monstrès Strength and players defense

The equipment which is in —inventory will change -player's —defense Mod and —strengthMod according to their —defenseAlt and —strength Alt