

TBC module

- Character class
 - Initialize; set default values & value ranges
 - Input testInt() method
 - Assign properties & setters for:
 - Name
 - Return string value
 - hitPoints
 - Int value; Allowed to go under 0
 - Return hitPoints
 - hitChance
 - Return int value (0-100)
 - Use testInt()
 - maxDamage
 - Return + Int value (1-100)
 - testInt()
 - Armor
 - Return + int value (0-100)
 - testInt()
 - printStats(self)
 - Prints each character's attributes with a f strings
 - print(f'{self.name}')
 - Etc
 - Hit function (self, opponent)
 - Random int 1-100
 - If roll <= hitChance
 - Damage = random int from 1 - maxDamage
 - Damage factors in other char's armor
 - Takes health from other character
 - Else
 - Character misses
- Fight(hero, villian)
 - Hold number of rounds in a variable starting at 1; display before each round
 - keepGoing loop
 - Displays character's health
 - Each turn shows damage delt, attacks missed, armor absorbing
 - Adds to rounds; displays ENTER to play message
 - If character health <=0
 - Loop ends, print other character win message
- If __main__
 - Set both character's attributes and print

- Call fight method

Combat

- Import TBC
- main()
 - Set both character's stats
 - Print each in shell
 - Call tbc.fight()

```
if __name__ == "__main__":  
    main()
```