

Skill
Private: std::string _name;
Public: Skill(); Skill(); ~Skill(); std::string GetSkill();

Main

Stats
Private: int _intl; int _str; int _dex; int _hp; int _mp;
Public: Stats(); Stats(); ~Stats(); std::string GetStats();

Character
Private: std::string _name; int _money; Stats _stats; Class _class; Skill _skill[10];
Public: Character(); ~Character(); std::string GetCharInfo(); void setCharInfo(); bool addSkill();

Class
Private: std::string _name; Stats _stats; Skill _skill[10];
Public: Class(); Class(); ~Class(); std::string GetClassInfo(); bool addSkill();

