

Class: Enemy

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Attributes:

Health

Strength

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Methods:

get\_health – returns the current health of the enemy

do\_damage – subtracts an amount from the current health of the enemy

get\_value – returns the value of the enemy's current action as a numerical value

get\_strength – returns the strength of the enemy as a numerical value

get\_intent – returns the intent of the enemy (attack, defend, or heal)

Class: Player

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Attributes:

Health

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Methods:

get\_health – returns the current health of the player

do\_damage – subtracts an amount from the current health of the player

get\_action – returns the players current action