Variables

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charMove- String, To choose what the user wants to do, attack defend or use special move.

charName- String, lets the user input their characters name

rAttack-Integer, the users attack amount

rDefence-Integer, the users defence amount

rSpecial-Integer the users special amount

enemyNum- Integer determines if the user won

oppNum- Integer, determines which opponent you are facing

oppMove- Integer,determines the opponents move