Module 9 Lab Extra Credit
Fantasy Game Character

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Character

- name: string
- playable: bool
- level: int
- hit_points: int
- magic_power: int
- attack_type_1: string
- attack_type_2: string
- left_hand: string
- right_hand: string
- move_speed: float
- dexterity: int
- strength: int
- defense: int
- intelligence: int
- charisma: int

+ Getters/Setters
+ Character: parameters
+ Move(): void
+ Attack():void
+ Die():void

Fighter

- attack_modifier_swords: int
- attack_modifier_axes: int
- defense_modifier_shields: int
- hit_points_modifier: int
- strength_modifier: int
- defense_modifier: int

+ Getters/Setters
+ Figher: Parameters
+ playable: 1
+ attack_type_1: "Jump_Slash"
+ attack_type_2: string
+ left_hand: "wooden_shield"
+ right_hand: "basic_sword"

Mage

- attack_modifier_wands: int
- attack_modifier_tomes: int
- attack_modifier_baubles: int
- magic_power_modifier: int
- intelligence_modifier: int

+ Getters/Setters
+ Mage: Parameters
+ playable: 1
+ attack_type_1: "Fireball"
+ attack_type_2: string
+ left_hand: "wooden_wand"
+ right_hand: "tome_of_ancestors"