

Character : Object
fields/props: Name - string MaxLife - int Life - int (value <= MaxLife) HitChance - int Block - Int
Methods: ToString() override CalcBlock() - returns an int CalcHitChance() - returns an int CalcDamage() returns an int

Player : Character
fields/props: <i>(inherited)</i> All of Character's props <i>new</i> PlayerRace - Race <i>new</i> EquippedWeapon - Weapon <i>new</i> Score - Int
Methods: <i>(overridden)</i> ToString() <i>(overridden)</i> CalcDamage() <i>(overridden)</i> CalcHitChance()

Monster : Character
fields/props: <i>(inherited)</i> All of Character's props MinDamage - int <i>new</i> ( 0 < value < MaxDamage) <i>new</i> MaxDamage - int <i>new</i> Description
Methods: <i>(overridden)</i> ToString() <i>(overridden)</i> CalcDamage() <i>new</i> static GetMonster() - Monster

4 Monster Subtypes : Monster
fields/props: <i>(inherited)</i> All of Monster's props <i>(new)</i> At least one new prop
Methods: Override at least one method to use the new prop <i>override?</i> CalcDamage() <i>override?</i> CalcHitChance() <i>override?</i> CalcBlock()