Dungeons Without Dragons Explained

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The **Character** class is the class for any character in the game. Every character has a:

* State
* Weapon (optional)
* List of modifiers (is empty if the character has none)

The character's state, weapon, and modifiers list may be retrieved/modified with mutators/accessors.

* Damage attack() which is the total damage it can deal to an enemy (the weapon's damage + character's individual damage)
* Upkeep function that **HELP**
* Heal function
* takeDamage function changes the characters state depending on the input damage parameter