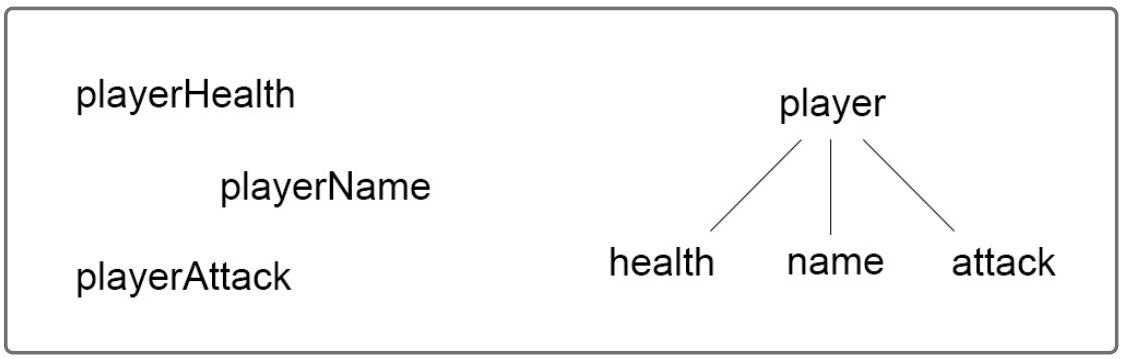
3.4.2 Preview

There are several places where we can introduce randomness to the game:

- Start enemies at a random health value between 40 and 60
- Start enemies with a random attack value between 10 and 14
- Attack damage is random, using the robot's attack value as an upper limit (e.g., if the player's attack is 10, their damage range is 7–10)

We'll use the built-in `Math` object to perform these improvements. Afterwards, we'll consolidate all of our player variables into a single object. Consider the following diagram:



It would be much easier to maintain the player stats if they all belonged to one object instead of having several different variables floating about. This will become even more important as the game grows in scope and more player stats are needed. We'll similarly convert our enemies into objects.

That said, here's our plan for the lesson:

1. Create a new feature branch.
2. Use the `Math` object to add randomness to the game.
3. Merge and switch branches.
4. Convert player and enemy data to custom objects.
5. Merge the object branch and update `master`.