Dice	Player
roll:int = 0	Playerhp: int Playerclass:str weapon:str name:str Maxhp:int Mana:int Playerdmg:int level:int
Rand = new Random() rand.nextInt(7) rand.nextInt(11) rand.nextInt(21)	buildwarrior() buildmage() buildarcher()

Enemybuild

Enemyhp:int
Enemytype:str
Enemydmg:int
enemyhealth:int

enemystats()
Levelenemy()

Combat

Enemyhp:int
Playerhp:int
Action:str
fighting:boolean

printStats()
printEnemyStats()
attack()
CheckLevelup()