

```
1  #pragma once
2
3  #include<string>
4  #include<iostream>
5  #include<iomanip>
6  #include"Inventory.h"
7
8  class Character
9  {
10 public:
11     Character();
12     virtual ~Character();
13
14     // Functions
15     void initialize(const std::string name);
16     void printStats() const;
17     void levelUp();
18     std::string getAsString()const;
19
20     // Accessors
21     inline const double& getX() const { return this->xPos; }
22     inline const double& getY() const { return this->yPos; }
23     inline const std::string& getName() const { return this->name; }
24     inline const int& getLevel() const { return this->level; }
25     inline const int& getExp() const { return this->exp; }
26     inline const int& getExpNext() const { return this->expNext; }
27     inline const int& getHP() const { return this->hp; }
28     inline const int& getHPMax() const { return this->hpMax; }
29     inline const int& getStamina() const { return this->stamina; }
30     inline const int& getDamageMin() const { return this->damageMin; }
31     inline const int& getDamageMax() const { return this->damageMax; }
32     inline const int& getDefense() const { return this->defense; }
33     // Modifiers
34
35 private:
36     double xPos;
37     double yPos;
38
39     std::string name;
40     int level;
41     int exp;
42     int expNext;
43
44     int strength;
45     int vitality;
46     int dexterity;
47     int intelligence;
48
49     int hp;
50     int hpMax;
51     int stamina;
52     int staminaMax;
53     int damageMin;
54     int damageMax;
55     int defense;
56     int luck;
57
58     int statPoints;
59     int skillPoints;
60
61 };
```