ToDoList:

* Must re-implment fighter types using the builder design pattern
* Must create battle/loot/trade mechanism
* HOSTILE NPC can be killed then looted, but can’t hit back as per Built 2
  + Battle should impact hitpoints
  + Hitpoint decreases when NPC is hit
  + When NPC’s hitpoint reaches 0, NPC changes from HOSTILE to DEAD
* DEAD NPCs are looted just like CHEST
  + When looting the addItem method will be invoked; it already check character capacity limit
* Trading with FRIENDLY NPC algorithm
  + Then character can offer an item to FRIENDLY NPC
  + FRIENDLY NPC pack bag’s item can be selected
  + When confirmed to exchange items
    - Item from character is stored in FRIENDLY NPC bag
    - Item traded for will be added to character bag by using additem method
  + This can be done as much as character wants since they can exchange for their items back (stored in NPC bag)
* Since Character Class is too long right now maybe it is better to create new class called Interaction that will determine battle, loot, and trade
  + This class will notice the available action per NPC Type, please note that chest is an NPC type too in this implementation
  + There will be three actions in this class Hit(), Loot(), and Trade()
    - Hit(Character PlayableCharacter, Character HostileNPC)
    - Loot(Character DeadOrChest)
    - Trade(Character PlayableCharacter, Character FriendlyNPC)