Normo Vs. A Ton Of Slimes

Objective:
- Functions

Scenario:

After a horrific performance review, the council has decided that you (Normo) are not ready for dungeon exploration quite yet. To their credit, you DID repeatedly touch a torch for no reason, couldn't avoid an obvious boxing glove, and got stabbed by a lone knife just sitting in a room. They've decided to start you off by killing the slimes located just outside of town. They have (albeit reluctantly) given you access to a few very basic spells in order to kill them. You will have to write the following functions:

- greeting()
    - This function greets Normo to the slime fields. It does not need parameters.

- slice(int attackVal)
    - Normo will attack the slime directly in front of him. If his attack is at least 10, the slime will die and Normo will gain 1 exp. If not, Normo will lose 1 health.

- spin(int attackVal)
    - Normo will attack 10 nearby slimes with a spin attack. If his attack is at least 15, he will succeed, else he will lose 10 health.

- trick(int attackVal, int healthVal)
    - Normo will swap his attack value with his health value.

- leave(int attackVal, int healthVal, int expVal)

- Normo will decide that he has killed enough slimes, and will return to the guild. Output Normo's attack, health, and exp stats at the end of the day.

Program Flow

- Greet Normo
- Have him input his current attack and health, in that order. Exp will start at 0.
- Have a loop that displays a menu giving normo his options, 1 through 4. If the result of his actions causes Normo to leave or die, display a message stating that that has happened, output his stats, and exit the program.

Submission

- Submissions must be made through git. If you need a refresher:
    git clone your repository.
    cd into your repository.
    Write all of your code in your repo.
    When you're done, **git add .**
    git commit -m "A meaningful commit message that isn't a word for word replica of what I'm typing here"
    git push
    Double check gitlab to make sure your submission went through.

Sample output

Welcome to the Slime Fields, Normo!
What is your attack?
14
What is your health?
9
What will you do?

1. Slice
2. Spin
3. Trick
4. Leave

Slice

Killed 1 slime, gained 1 exp.
What will you do?

1. Slice
2. Spin
3. Trick
4. Leave

Trick

Attack is now 9, Health is now 14
What will you do?
1. Slice
2. Spin
3. Trick
4. Leave

Spin

Your attack was too low. You lost 10 health.
What will you do?
1. Slice
2. Spin
3. Trick
4. Leave

Spin

Your attack was too low. You lost 10 health.
You have died.
Normo:
Attack - 9
Health - 0
Exp - 1

Example 2

Welcome to the Slime Fields, Normo!
What is your attack?
14
What is your health?
9
What will you do?
1. Slice
2. Spin
3. Trick
4. Leave
Leave
You have left.
Normo:
Attack - 14
Health - 9
Exp - 0

Notes:
- You do not need to range check your inputs
- Make sure to write a header with your name, date, and purpose on it.
- All function prototypes MUST be documented with a description, a pre-condition (optional), and a post condition (not optional).
- The file you submit to git must be a .cpp file.