CLASSES

- **Personaje** (Abstract Class)
    - Base class for all the characters of the game (player and enemies)
    - Common properties: Nombre, Vida, Nivel
    - Abstract method:
        - Atacar(): Calculates attack power with two dice rolls and a bonus based on skill points.
    - Methodos:
        - RecibirDanyo(): reduces character's health by damage received. Ensures health does not go below 0.
        - EstaVivo()

- **Jugador** (Derived from Personaje)
    - Represents player characters
    - Addition property: Puntohabilidad (to count the point the character gets after defeating the enemies)
    - Methods:
        - Atacar()
        - MejorarHabilidad()
        - SubirNivel()
    - Subclasses:
        - Guerrero: Increases attack by 2 per turn and can block every 3 turns.
        - Mago: Increases attack by 4 and can heal every 3 turns.
        - Arquero: Increases attack by 3 and can perform a double attack every 3 turns.
- **Enemigo** (Also Derived from Personajes)
    - Represents enemy characters
    - Methods:
        - Overrides Atacar()
    - Subclasses:
        - EnemigoBasico: Basic enemy with random stats.
        - EnemigoEspecial: Adds random resistance to damage.
        - Boss: Strong enemy with resistance, double attacks, and health regeneration every 3 turns.
            - RecibirDanyo(): Reduces damage by resistance value and decreases resistance with each attack.

- RecuperarVida(): Restores 2 health every 3 turns.
- Narrador
  - Class for displaying messages in the console with delay
  - Methodos:
    - MostrarMensaje() :
    - MostrarMensajePrincipio(): The delay is less than in the other method to print out the ascii art letters faster.
- Program
  - It is the main class
  - Game logic:
    - Initialization
      - Creates lists of players and enemies.
      - Starts the stop watch to track the total game time.
    - Game loop
      - Player and enemies attacks.
      - The defeated character is removed from the list
      - Player gains levels and skills point after they defeat the enemy
      - Random events with 20% chance of appearing that could lower the player health, heal or gain skill points.
    - End game
      - Display victory if the winner.
      - Show game stats such ass time taken and turns played
      - Provide a summary of surviving player or enemies
  - Methods:
    - Iniciar()
      - Displays the game's introduction screen and clears console for the gameplay
    - RandomEvent(Jugador jugador)
      - Random events that has 20% chance of occuring
      - Events:
        - **Godly Doctor**: Adds bonus health points.
        - **Trap Penalty**: Reduces health points.
        - **Treasure Found**: Grants bonus skill points

    - MostrarResumen(List<Jugador> jugadores, List<Enemigo> enemigos)
      - Displays a summary of surviving players and enemies.
      - Calls `MostrarInformacion()` for each remaining character.

- **MostrarInformacion(Personaje personaje)**
  - Prints details about a given character, including name, level, health, and points if it's a player.
- **CalcularPuntos(Enemigo enemigo)**
  - Determines the skill points granted to a player upon defeating an enemy:
    - Boss: 50 points
    - EnemigoEspecial: 20 points
    - EnemigoBasico: 10 points