

Coding Challenge #2: Character Inventory

In this coding exercise, you will extend the the Character class with new functionalities. The requirements are listed below.

WE'LL COVER THE FOLLOWING ^

- Problem Statment
- Coding Exercise

Problem Statment

Improve the example RPG to add character inventory management according to the following rules:

- A character's inventory contains a number of gold and a number of keys
- Each character begins with 10 gold and 1 key
- The character description must show the inventory state
- When a character slays another character, the victim's inventory goes to its vanquisher

Coding Exercise

```
class Character {
  constructor(name, health, strength) {
    this.name = name;
    this.health = health;
    this.strength = strength;
    this.xp = 0; // XP is always zero for new characters
  }
  // Attack a target
  attack(target) {
    if (this.health > 0) {
      const damage = this.strength;
      console.log(
        `${this.name} attacks ${target.name} and causes ${damage} damage points`
      );
      target.health -= damage;
    }
  }
}
```



```
target.health -= damage;
if (target.health > 0) {
  console.log(`${target.name} has ${target.health} health points left`);
} else {
  target.health = 0;
  const bonusXP = 10;
  console.log(
    `${this
      .name} eliminated ${target.name} and wins ${bonusXP} experience points`
  );
  this.xp += bonusXP;
}
} else {
  console.log(`${this.name} can't attack (they've been eliminated)`);
}
}
// Return the character description
describe() {
  return `${this.name} has ${this.health} health points, ${this
    .strength} as strength and ${this.xp} XP points`;
}
}
```

