# CS Homework #17
## OOP: Classes

*Deadline: 2/22/2020, 9:00 pm. Save your code as lastname_homework17.py and submit on Edmodo. Please, run your code before submitting. If you get an error, try to fix it before submitting your homework. If you get help from anyone, please, make sure that you actually understand the solution.*

**This homework requires some creativity!**

**Task 1**

Extend the class Hero that we created with more instance variables (perhaps, describing different characteristics of the hero). Add variables that may actually be useful during a gameplay (again, be creative!).

Modify levelup() class method to also increase some of the hero's characteristics, for example, number of health points, strength, and so on.

Add your own class method (or two, if you feel creative). Try to create a method that uses instance variables.

**Task 2**

Create a new class Monster. It's up to you which instance variables to include but, please, make it *different* from the Hero class. Think how heroes and monsters are fundamentally different in board games or video games.

Add at least two class methods to your class.

Enjoy the break and I will see in class on February 23rd.