

Homework #19 Objects. Continued.

Note:

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.

To solve task 5, copy the code for the class Hero from the classwork code, and create a Hero object.

Tasks:

1. Create a class Monster with four attributes: unique ID, health points (HP), power, and level. The ID, HP, and power should be an argument passed by the user. The initial level is always 1.
2. Add a basic intro method for the monster, which should look something like this: "Monster 101, 6 hp, 4 power, and level 1."
3. Add two class attributes: (1) time, which is a string that can be either "day" or "night", and (2) bonus, which is an integer that can be either -1 or 2.

This is a bonus to the monster power: -1 during the day and +2 during night. Start with initial values: time = "day" and bonus = -1.

Add a simple instance method which adds the value of the bonus to the power of the monster

