Crispy Potatoes - Rap Battle RPG Marcus Ng, Shaikat Islam, and Victor Teoh APCS Pd 4 2017-01-20 START Ask user for name Ask user for hometown Menu Type '1' to Battle Type '2' to Shop Type '0' to exit -Battle-Leave game Generate opponent Exit Exit Shop User's turn Ask user to Display Shop items spit a bar w/ price, description, if user's money >= Type Item # to buy and upgrades Type '0' to exit price of item -True True False Does damage based User loses on how 'fire' the lyric if user random amount -False You cannot afford was and your current is alive of money this item if item is attack a record deal Return to menu True Does damage based on how 'fire' the lyric was and the opponent's Opponent's turn False if opponent Spits a line from lyric is alive array current attack YOU WIN! False Upgrade stats based on item User gains random if user won 5 Return to menu amount of money matches Return to shop True Record deal unlocked in shop True Exploration Mode Unlocked