# Python RPG

**Learning objective:** Use and practice Python fundamentals, with an emphasis on Single Responsibility functions.

**Technologies:** Python, Functions, Data Types, Flow Control (Conditionals), Loops, Dictionary/List Data Structures

## Extra Credit Points: 5

*You are Hercules, the greatest of the Greek Heroes! You have been tasked by King Eurystheus to slay the vicious Nemean Lion, defeat the impossible nine-headed Lernaean Hydra, and capture the guard dog of the underworld—Cerberus.*

## Features:

As a developer, I want to make at least five commits on GitHub with descriptive messages.

As a user, I want an engaging story to be told using print() statements.

As a user, I want Hercules (and each enemy), to have health, attack power, and a List of attack names saved in a Dictionary.

As a user, I want the ability to select Hercules' attack using a menu prompt.

As a user, I want the foe's attack to be chosen at random.

As a user, I want the results of each attack to be logged in the terminal.

As a developer, I want to use an Attack() function that will terminate when Hercules or an enemy's health reaches zero.

As a developer, I want my RunGame() function to call my other functions in a logical order that will determine game flow.

As a developer, I want all of my functions to have a Single Responsibility. Remember, each function should do just one thing!