

Files: [game.py](#)- This is the file that contains the game. There are no extra files.

Instructions: Download and run. No extra files or steps are needed.

Sources: Dragon Ball Legends, for the idea.

Attribution Table

Method/ Function	Author	Techniques demonstrated
distribute_experience	Adithya Menon	Distributes XP based on the proportional damage dealt to the enemy damage to the enemy → dictionary items
calculate_final_stats	Joshua Koroma	Determines how fighter level interacts with attack and health stat of fighters → list comprehension
type_interactions	Joshua Koroma	Creates dictionaries of what types take more damage or less against other ones in the background of the battle → Sequence unpacking
select_options	Mehret	Summarizes the chosen fighters information and the team's collective info → Conditional statement
run_game	Mehret	Has fighters take a turn attacking the enemy, with the enemy attacking in return → "Random" module
initialize_fighters	Aaryan Batra	Takes into account user input and then initializes the fighters to get ready for battle → list usage, iteration, user interface design
fighter_options	Aaryan Batra	Provides a list of fighters to the user to pick from → input validation, control structures, user interaction
attack_value	Adithya Menon	Initializes an instance with an

		attack value → Class instantiation
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Script:

1. Initializes 10 fighters with randomly generated levels and predetermined types.
2. Permits the user to choose 5 fighters out of a list of display names.
3. Computes fighter stats (health and attack) from:
  - ❖ Type (e.g., Red increases attack, decreases health)
  - ❖ Ratio (either 60% or 40% for health/attack)
  - ❖ Level-based scaling
4. Simulates a turn-based battle in which:
  - ❖ Your chosen fighters attack a common enemy.
  - ❖ The enemy retaliates.
  - ❖ Battle rages on until either your team or the enemy is eliminated.
5. Distributes XP shares between fighters according to the damage done.
6. Outputs informative data on fighter statistics, each round of fighting, and ultimate XP.