



INSTITUTO TECNOLÓGICO DE TOLUCA

Ingeniería en Mecatrónica

Programación Avanzada

Proyecto Integrador

Presenta:

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21280876

Profesor de la asignatura:

Castro Magaña Jesús Aurelio

Metepec, Estado de México, octubre del 2024

```
18 private Player player; 8 usages
19 private Enemy enemy; 7 usages
20 public Game() { 1 usage, new *
21     this.player = new Player();
22     this.enemy = new Enemy();
23 }
24
25 /**
26  * Genera un enemigo aleatorio
```

Message

¡La batalla entre Jugador y Malamen comienza!

OK

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RPG Game

Es tu turno, elige una acción

Atacar

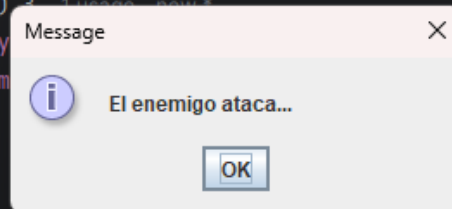
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17 public class Game { new *
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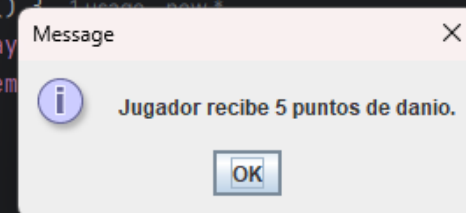
Jugador ataca a Malamen haciendo 8 puntos de danio.

OK

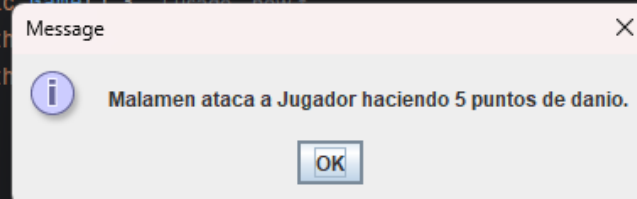
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18 private Player player; 8 usages
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20 public Game() { 1 usage - new $
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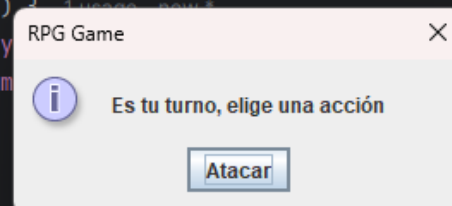
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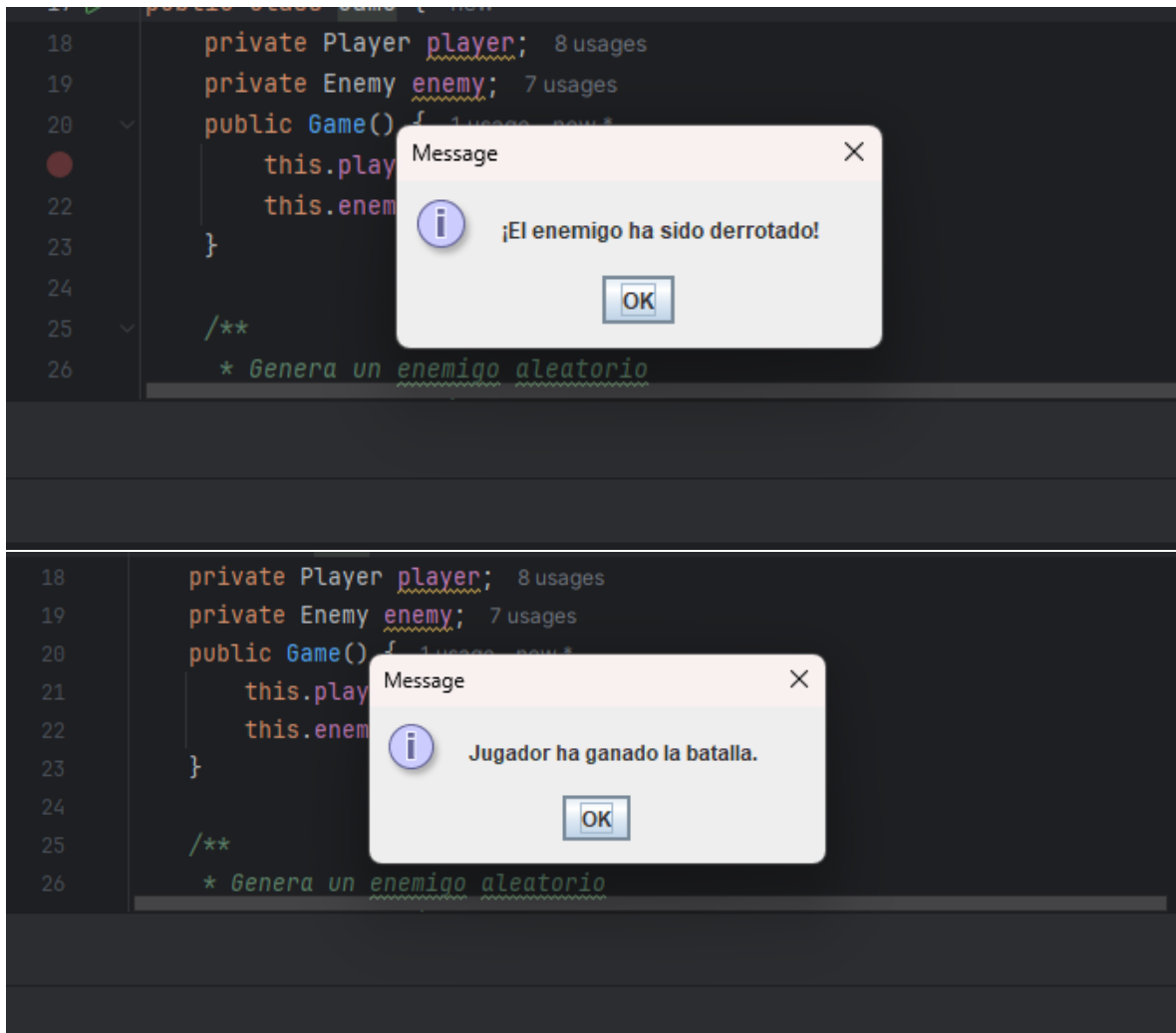


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<https://github.com/AlbertZepeda/ProyectoProgra/tree/main/ProyectoPrograma>