Description: A text-Monster Kampfarena adventure game is a completely text-based and very simple game. In this game we have to play against the other trainers. Battles with trainers earn money and experience points while battles with wild code-a-mons only earns experience point. While fighting wild code-a-mons only awards experience points, fighting trainers earns both money and experience points.

Attack Strategy:

When a code-a-moon’s health reaches 0 or less, they faint, and this particular fight is over. Code-a-mons can heal during the night and be awake again the next day, maybe with less strength or depending on potions etc.

Concepts were used:

• Loops

• Arithmetic Operations

• Strings

• Control statement

• Random Number Generator

How to run it (optional)

¬ Through Any IDE

¬ Gradle clean/build/run

Design patterns -> I will implement :

• Decorator Design pattern

• Factory Design pattern

• Mediator Design pattern