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Turn Based Combat System

def testInt(self, value, min = 0, max = 100, default = 0):  
    """ takes in value   
        checks to see if it is an int between  
        min and max.  If it is not a legal value  
        set it to default """  
  
    out = default  
  
    if type(value) == int:  
        if value >= min:  
            if value <= max:  
                out = value   
            else:  
                print("Too large")  
        else:  
            print("Too small")  
    else:  
        print("Must be an int")  
  
    return out

Make an object called player

Class Player(object):

#Create an initializer for Player

Def\_\_init\_\_(self):

Super().\_\_init\_\_(self):

#Define the private attributes for Player

Player = tbc.Charecter()

Player.\_\_name = ()

Def\_\_init\_\_(self):

Super().\_\_init\_\_(self):

Self.\_\_name = “Player”

Player.\_\_hitPoints = 10

Player.\_\_hitChance = 50

Player.\_\_maxDamage = 5

Player.\_\_armor = 2

Make an object called monster

Class Monster(object)

Create Main and initialize objects

Def main():

P = Player ()