勇者战斗v1.1.0

juesedengji=1

jueseshengming=30

juesefangyu=25

juesegongji=35

chongwudengji=1

chongwushengming=5

chongwufangyu=5

chongwugongji=10

mingchengku=["小偷","山贼","强盗","恶魔"]

print("欢迎体验勇者战斗游戏")

while True:

try:

import random

xuanze=int(input("1、角色查看 2、宠物老虎查看 3、总值查看 4、战斗 5、规则 6、退出"))

zongdengji=juesedengji+chongwudengji

zongshengming=jueseshengming+chongwushengming

zongfangyu=juesefangyu+chongwufangyu

zonggongji=juesegongji+chongwugongji

direnshengming=random.randint(zongshengming-zongdengji\*5,zongshengming+zongdengji\*10)

import random

direnfangyu=random.randint(zongfangyu-zongdengji\*5,zongfangyu+zongdengji\*10)

import random

direngongji=random.randint(zonggongji-zongdengji\*5,zonggongji+zongdengji\*10)

import random

direnmingcheng=random.choice(mingchengku)

wofangshengming=zongshengming

if xuanze==1:

print("角色等级：")

print(juesedengji)

print("角色生命：")

print(jueseshengming)

print("角色防御：")

print(juesefangyu)

print("角色攻击：")

print(juesegongji)

elif xuanze==2:

print("宠物老虎等级：")

print(chongwudengji)

print("宠物老虎生命：")

print(chongwushengming)

print("宠物老虎防御：")

print(chongwufangyu)

print("宠物老虎攻击：")

print(chongwugongji)

elif xuanze==3:

print("总等级：")

print(zongdengji)

print("总生命：")

print(zongshengming)

print("总防御：")

print(zongfangyu)

print("总攻击：")

print(zonggongji)

elif xuanze==4:

huihe=1

while wofangshengming>=0 and direnshengming>=0:

print("敌人名称：")

print(direnmingcheng)

print("敌人生命：")

print(direnshengming)

print("敌人防御：")

print(direnfangyu)

print("敌人攻击：")

print(direngongji)

print("")

print("我方生命：")

print(wofangshengming)

print("我方防御：")

print(zongfangyu)

print("我方攻击：")

print(zonggongji)

print("回合数：")

print(huihe)

zuozhanxuanze=int(input("1、战斗 2、魔法（每次使用消耗10生命，攻击时增加15%）"))

if zuozhanxuanze==1:

print("造成攻击：")

print(zonggongji-direnfangyu)

direnshengming=direnshengming-(zonggongji-direnfangyu)

else:

wofangshengming=wofangshengming-10

print("造成攻击：")

print(zonggongji\*1.15-direnfangyu)

direnshengming=direnshengming-(zonggongji\*1.15-direnfangyu)

print("")

print("对方开始攻击")

print("造成攻击：")

print(direngongji-zongfangyu)

wofangshengming=wofangshengming-(direngongji-zongfangyu)

huihe=huihe+1

if direnshengming<=0:

print("胜利！奖励已放入。")

juesedengji=juesedengji+1

jueseshengming=jueseshengming+30

juesefangyu=juesefangyu+25

juesegongji=juesegongji+35

chongwudengji=chongwudengji+1

chongwushengming=chongwushengming+5

chongwufangyu=chongwufangyu+5

chongwugongji=chongwugongji+10

elif wofangshengming<=0:

print("很遗憾，失败了，再来一次吧！")

elif xuanze==5:

print("查看选项可以得知各种我方数据。")

print("战斗中，战斗选项是使用原数据进行计算。")

elif xuanze==6:

break

print("\n")

except ValueError:

pass

print("欢迎再次体验。")