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In [ ]: ##### TurtlesWars: Revenge of Karai #####

##### Battle Sequence #####

def TurtleWars(PlayerAttacks,CompAttacks,CompTurtle,PlayerTurtle):
    PlayerHealth = 30
    CompHealth = 30

    while True:
        print('')
        print('Computer chose: {} : {}'.format(CompTurtle,CompHealth))
        print('Player chose: {} : {}'.format(PlayerTurtle,PlayerHealth))
        print('')

        ##### Attacks and Damages #####

        c =random.randint(0,2)
        ChosenAttack = CompAttacks[c]
        Damage = random.randint(1,10)
        print('{} performs {} and does {} damage'.format(CompTurtle,ChosenAttack,Damage))
        CompHealth = CompHealth - Damage
        if CompHealth <=0:
            print('')
            print('Player Wins! Karai smirks and the Foot Clan gazes on over Shredder\'s corpse. Only 3 more turtles stand.')
            break

        print('')
        print('Computer chose: {} : {}'.format(CompTurtle,CompHealth))
        print('Player chose: {} : {}'.format(PlayerTurtle,PlayerHealth))
        print('')
        print(PlayerAttacks)
        AttackInput = int(input('Choose Attack: Press 0,1 or 2'))
        ChosenAttack = PlayerAttacks[AttackInput]
        Damage = random.randint(1,10)
        print('{} performs {} and does {} damage'.format(PlayerTurtle,ChosenAttack,Damage))
        PlayerHealth = PlayerHealth - Damage
        if PlayerHealth <=0:
            print('')
            print('Computer Wins! Karai smirks and the Foot Clan gazes on over Shredder\'s corpse. Only 3 more turtles stand.')
            break

##### Main Program #####

import random

##### Player Turtle

print('Choose your Turtle')

PlayerInput = input('Press 1 for Leonardo, 2 for Flareon, 3 Leafeon, 4 for Jolteon: ')

if PlayerInput == '1':
    Player = 'Leonardo'
if PlayerInput == '2':
    Player = 'Raphael'
if PlayerInput == '3':
    Player = 'Michelangelo'
if PlayerInput == '4':
    Player = 'Donatello'

print('')
print(Player, ', Turtle Power!')

##### Computer Turtle

Turtle = ['Leonardo','Raphael','Michelangelo','Donatello']
i = random.randint(0,3)
Computer = Turtle[i]

LeonardoAttacks = ['Flying Kick','Katana Slash','Body Slam']
RaphaelAttacks = ['Elbow Punch','Sai Drill','Slide Kick']
MichelangeloAttacks = ['Rolling Punch','Hand Roll','Spinning Kick']
DonatelloAttacks = ['Head Butt','Shell Shock','Rolling Kick']

##### Battle Begins

while True:
    if Computer == 'Leonardo':
        if Player == 'Donatello':
            TurtleWars(DonatelloAttacks,LeonardoAttacks,Computer,Player)
    if Player == 'Raphael':
        TurtleWars(RaphaelAttacks,LeonardoAttacks,Computer,Player)
    if Player == 'Michelangelo':
        TurtleWars(MichelangeloAttacks,LeonardoAttacks,Computer,Player)

    if Computer == 'Raphael':
        if Player == 'Donatello':
            TurtleWars(DonatelloAttacks,RaphaelAttacks,Computer,Player)
    if Player == 'Leonardo':
        TurtleWars(LeonardoAttacks,RaphaelAttacks,Computer,Player)
    if Player == 'Michelangelo':
        TurtleWars(MichelangeloAttacks,RaphaelAttacks,Computer,Player)

    if Computer == 'Donatello':
        if Player == 'Leonardo':
            TurtleWars(LeonardoAttacks,DonatelloAttacks,Computer,Player)
    if Player == 'Raphael':
        TurtleWars(RaphaelAttacks,DonatelloAttacks,Computer,Player)
    if Player == 'Michelangelo':
        TurtleWars(MichelangeloAttacks,DonatelloAttacks,Computer,Player)

    if Computer == 'Michelangelo':
        if Player == 'Donatello':
            TurtleWars(JolteonAttacks,MichelangeloAttacks,Computer,Player)
    if Player == 'Raphael':
        TurtleWars(RaphaelAttacks,MichelangeloAttacks,Computer,Player)
    if Player == 'Leonardo':
        TurtleWars(LeonardoAttacks,MichelangeloAttacks,Computer,Player)

Choose your Turtle

Leonardo , Turtle Power!

Computer chose: Donatello : 30
Player chose: Leonardo : 30

Donatello performs Sai Drill and does 6 damage

Computer chose: Donatello : 24
Player chose: Leonardo : 30

['Flying Kick', 'Katana Slash', 'Body Slam']
Leonardo performs Body Slam and does 3 damage

Computer chose: Donatello : 24
Player chose: Leonardo : 27

Donatello performs Sai Drill and does 3 damage

Computer chose: Donatello : 21
Player chose: Leonardo : 27

['Flying Kick', 'Katana Slash', 'Body Slam']
Leonardo performs Flying Kick and does 9 damage

Computer chose: Donatello : 21
Player chose: Leonardo : 18

Donatello performs Slide Kick and does 1 damage

Computer chose: Donatello : 20
Player chose: Leonardo : 18

['Flying Kick', 'Katana Slash', 'Body Slam']
Leonardo performs Katana Slash and does 2 damage

Computer chose: Donatello : 20
Player chose: Leonardo : 16

Donatello performs Slide Kick and does 8 damage

Computer chose: Donatello : 12
Player chose: Leonardo : 16

['Flying Kick', 'Katana Slash', 'Body Slam']
Leonardo performs Flying Kick and does 9 damage

Computer chose: Donatello : 12
Player chose: Leonardo : 7

Donatello performs Elbow Punch and does 4 damage

Computer chose: Donatello : 8
Player chose: Leonardo : 7

['Flying Kick', 'Katana Slash', 'Body Slam']
Leonardo performs Body Slam and does 3 damage

Computer chose: Donatello : 8
Player chose: Leonardo : 4

Donatello performs Elbow Punch and does 1 damage

Computer chose: Donatello : 7
Player chose: Leonardo : 4

['Flying Kick', 'Katana Slash', 'Body Slam']
Leonardo performs Katana Slash and does 3 damage

Computer chose: Donatello : 7
Player chose: Leonardo : 1

Donatello performs Elbow Punch and does 7 damage

Player Wins! Karai smirks and the Foot Clan gazes on over Shredder's corpse. Only 3 more turtles stand.

Computer chose: Donatello : 30
Player chose: Leonardo : 30

Donatello performs Shell Shock and does 2 damage

Computer chose: Donatello : 28
Player chose: Leonardo : 30
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['Flying Kick', 'Katana Slash', 'Body Slam']
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