|  |
| --- |
| import random |
|  | import tkinter |
|  |  |
|  | wts=open("settings.txt","r") |
|  | global fs |
|  | fs=int(wts.read()) |
|  | print(fs) |
|  | wts.close() |
|  |  |
|  | def boxer(): |
|  | global cclass |
|  | cclass="Boxer" |
|  | gameplay() |
|  | def kickboxer(): |
|  | global cclass |
|  | cclass="Muay Thai" |
|  | gameplay() |
|  | def wrestler(): |
|  | global cclass |
|  | cclass="Street Fight" |
|  | gameplay() |
|  |  |
|  | def menug(): |
|  | global menu |
|  | menu=tkinter.Tk() |
|  | menu.title("Fight Night") |
|  | menu.geometry("500x500") |
|  | menu.configure(background="Green", cursor="dot") |
|  |  |
|  | print("Game initialised.\n") |
|  |  |
|  | def togglefullscreen(): |
|  | global fs |
|  | if fs==1: |
|  | fs-=1 |
|  | fsy.configure(text="Disabled") |
|  | menu.attributes("-fullscreen",False) |
|  | print("Fullscreen disabled") |
|  | wts=open("settings.txt","w") |
|  | wts.write("0") |
|  | wts.close() |
|  |  |
|  | elif fs==0: |
|  | fs+=1 |
|  | fsy.configure(text="Enabled") |
|  | menu.attributes("-fullscreen",True) |
|  | print("Fullscreen enabled") |
|  | wts=open("settings.txt","w") |
|  | wts.write("1") |
|  | wts.close() |
|  |  |
|  |  |
|  | title=tkinter.Label(menu, text="Simple Fighting Game", font=("Courier", 28, "bold"), pady=20,bg="Green", fg="white") |
|  | boxert=tkinter.Button(menu, text="Boxer", command=boxer, pady=20, width=100) |
|  | kickboxert=tkinter.Button(menu, text="Muay Thai",command=kickboxer, pady=20, width=100) |
|  | wrestlert=tkinter.Button(menu, text="Street Fighter",command=wrestler, pady=20, width=100) |
|  | mexit=tkinter.Button(menu, text="Exit", command=exit) |
|  | settings=tkinter.Label(menu, text="Settings", font=("Courier", 20, "bold"),bg="Green", fg="white") |
|  | flscrn=tkinter.Label(menu, text="Fullscreen",font=("Courier", 14), bg="Green", fg="white") |
|  | fsy=tkinter.Button(menu, text="", command=togglefullscreen) |
|  | if fs==0: |
|  | menu.attributes("-fullscreen",False) |
|  | fsy.configure(text="Disabled") |
|  | elif fs==1: |
|  | menu.attributes("-fullscreen",True) |
|  | fsy.configure(text="Enabled") |
|  |  |
|  | mexit.pack(fill=tkinter.X, side=tkinter.BOTTOM) |
|  | title.pack() |
|  | boxert.pack() |
|  | kickboxert.pack() |
|  | wrestlert.pack() |
|  | settings.pack() |
|  | flscrn.pack() |
|  | fsy.pack() |
|  | menu.mainloop() |
|  |  |
|  | def gameplay(): |
|  | global menu |
|  | menu.destroy() |
|  | window=tkinter.Tk() |
|  | window.title("Fight Night - Match") |
|  | window.geometry("640x480") |
|  | window.configure(background="Green", cursor="dot") |
|  | if fs==0: |
|  | window.attributes("-fullscreen",False) |
|  | elif fs==1: |
|  | window.attributes("-fullscreen",True) |
|  |  |
|  |  |
|  | global basehp |
|  | global health |
|  | global cclass |
|  | global tdmgp |
|  | global tdmg |
|  | tdmg=0 |
|  | tdmgp=0 |
|  | if cclass=="Boxer": |
|  | pmodifier=1.5 |
|  | kmodifier=0.5 |
|  | gmodifier=0.25 |
|  | health=125 |
|  | basehp=125 |
|  | elif cclass=="Muay Thai": |
|  | pmodifier=0.75 |
|  | kmodifier=1.5 |
|  | gmodifier=0.25 |
|  | health=125 |
|  | basehp=125 |
|  | elif cclass=="Street Fight": |
|  | pmodifier=0.5 |
|  | kmodifier=0.5 |
|  | gmodifier=2 |
|  | health=175 |
|  | basehp=175 |
|  |  |
|  | global ehealth |
|  | ehealth=int(round(health\*1.25)) |
|  | global emodifier |
|  | emodifier=1.3 |
|  | global ebasehp |
|  | ebasehp=ehealth |
|  |  |
|  | global pwin |
|  | pwin=0 |
|  |  |
|  | def pwin(): |
|  | global ehealth |
|  | if ehealth<=0: |
|  | ehealthl.configure(text="Health: 0"+"/"+str(ebasehp)) |
|  | print("Player has won") |
|  | global pwin |
|  | pwin=1 |
|  | winner.configure(text="Player has won") |
|  |  |
|  | def ewin(): |
|  | global health |
|  | if health<=0: |
|  | healthl.configure(text="Health: 0"+"/"+str(basehp)) |
|  | print("Enemy has won") |
|  | global pwin |
|  | pwin=1 |
|  | winner.configure(text="Enemy has won") |
|  |  |
|  | def echance(): |
|  | global pwin |
|  | global tdmg |
|  |  |
|  | if pwin!=1: |
|  | global health |
|  | missche=random.randint(0,13) |
|  | echance=random.randint(0,13) |
|  | if echance>=5: |
|  | if missche>=11: |
|  | print("Enemy attack missed!") |
|  | enemymove.configure(text="Enemy attack missed") |
|  | else: |
|  | global ehealth |
|  | dmgdealt=int(round(random.randint(10,20)\*emodifier)) |
|  | health-=dmgdealt |
|  | print("Player health is now: "+str(health)) |
|  | healthl.configure(text="Health: "+str(int(round(health)))+"/"+str(basehp)) |
|  | enemymove.configure(text="Enemy used: Punch(Damage dealt: "+(str(dmgdealt))+")") |
|  |  |
|  | elif echance>=10: |
|  | if missche>=10: |
|  | print("Enemy attack missed!") |
|  | enemymove.configure(text="Enemy attack missed") |
|  | else: |
|  | global ehealth |
|  | dmgdealt=int(round(random.randint(14,26)\*emodifier)) |
|  | health-=dmgdealt |
|  | print("Player health is now: "+str(health)) |
|  | healthl.configure(text="Health: "+str(health)+"/"+str(basehp)) |
|  | enemymove.configure(text="Enemy used: Kick(Damage dealt: "+(str(dmgdealt))+")") |
|  |  |
|  | elif echance<=4: |
|  | global tdmg |
|  | chance=1 |
|  | while chance<7: |
|  | dmgdealt=random.randint(2,7)\*emodifier |
|  | tdmg+=int(round(dmgdealt)) |
|  | health-=dmgdealt |
|  | chance=int(round(random.randint(0,11))) |
|  | print("Player health is now: "+str(health)) |
|  | healthl.configure(text="Health: "+str(int(round(health)))+"/"+str(basehp)) |
|  | enemymove.configure(text="Enemy used: Grapple(Damage dealt: "+(str(tdmg))+")") |
|  | tdmg=0 |
|  | def punchp(): |
|  | global pwin |
|  | if pwin!=1: |
|  | global ehealth |
|  | missch=random.randint(0,13) |
|  | if missch>=11: |
|  | print("Player attack missed!") |
|  | else: |
|  | global dmgdealtp |
|  | dmgdealtp=int(round(random.randint(9,21)\*pmodifier)) |
|  | ehealth-=dmgdealtp |
|  | print("Enemy health is now: "+str(ehealth)) |
|  | ehealthl.configure(text="Health: "+str(int(round(ehealth)))+"/"+str(ebasehp)) |
|  | playerddealt.configure(text="Damage dealt to enemy: "+str(dmgdealtp)) |
|  | pwin() |
|  | echance() |
|  | ewin() |
|  |  |
|  |  |
|  | def kickp(): |
|  | global pwin |
|  | if pwin!=1: |
|  | global ehealth |
|  | missch=random.randint(0,13) |
|  | if missch>=10: |
|  | print("Player attack missed!") |
|  | else: |
|  | global dmgdealtp |
|  | dmgdealtp==int(round(random.randint(14,26)\*kmodifier)) |
|  | ehealth-=dmgdealtp |
|  | print("Enemy health is now: "+str(ehealth)) |
|  | ehealthl.configure(text="Health: "+str(int(round(ehealth)))+"/"+str(ebasehp)) |
|  | playerddealt.configure(text="Damage dealt to enemy: "+str(dmgdealtp)) |
|  | pwin() |
|  | echance() |
|  | ewin() |
|  |  |
|  | def grapplep(): |
|  | if pwin!=1: |
|  | global ehealth |
|  | global tdmgp |
|  | chance=1 |
|  | while chance<7: |
|  | dmgdealtp=random.randint(2,7)\*gmodifier |
|  | tdmgp+=dmgdealtp |
|  | ehealth-=dmgdealtp |
|  | chance=int(round(random.randint(0,11))) |
|  | print("Enemy health is now: "+str(ehealth)) |
|  | ehealthl.configure(text="Health: "+str(int(round(ehealth)))+"/"+str(ebasehp)) |
|  | playerddealt.configure(text="Damage dealt to enemy: "+str(tdmgp)) |
|  | tdmgp=0 |
|  | pwin() |
|  | echance() |
|  | ewin() |
|  | def restart(): |
|  | print("\nNew game loaded\n") |
|  | window.destroy() |
|  | menug() |
|  |  |
|  | player=tkinter.Label(window, text="Player", font=("Courier", 24, "bold")) |
|  | healthl=tkinter.Label(window, text=("Health: "+str(health)+"/"+str(basehp)), font=("Courier", 18)) |
|  | enemy=tkinter.Label(window, text="Enemy", font=("Courier", 24, "bold")) |
|  | ehealthl=tkinter.Label(window, text=("Health: "+str(ehealth)+"/"+str(ebasehp)), font=("Courier", 18)) |
|  | punch=tkinter.Button(window, text="Punch",command=punchp) |
|  | kick=tkinter.Button(window, text="Kick", command =kickp) |
|  | grapple=tkinter.Button(window, text="Grapple", command=grapplep) |
|  | restart=tkinter.Button(window, text="Restart", command=restart) |
|  | texit=tkinter.Button(window, text="Exit", command=exit) |
|  | enemymove=tkinter.Label(window,text="", font=("Courier", 14), bg="Green",fg="white") |
|  | playerddealt=tkinter.Label(window,text="", font=("Courier", 14), bg="Green", fg="white") |
|  | winner=tkinter.Label(window, text="", font=("Courier", 14, "bold"), bg="Green", fg="white") |
|  |  |
|  | texit.pack(fill=tkinter.X, side=tkinter.BOTTOM) |
|  | player.pack(pady=10, padx=20, fill=tkinter.X) |
|  | healthl.pack() |
|  | punch.pack(pady=5) |
|  | kick.pack(pady=5) |
|  | grapple.pack(pady=5) |
|  | playerddealt.pack() |
|  | enemy.pack(pady=10, padx=20, fill=tkinter.X) |
|  | ehealthl.pack() |
|  | enemymove.pack() |
|  | restart.pack(fill=tkinter.X, side=tkinter.BOTTOM) |
|  | winner.pack(side=tkinter.BOTTOM) |
|  | window.mainloop() |
|  |  |
|  |  |
|  | menug() |