

We need to build a character.

✓ This character is a class

It has 2 static Attributes

✓ - Name -

✓ - Alignment -

Dynamic Attributes

{ - Ability scores which is an object that holds
Strength: Num
Dexterity: Num
Constitution: Num
Wisdom: Num
Intelligence: Num
Charisma: Num

✓ XP Points: 0 - ∞ - 700 float points

✓ Armor Class: Default 10

✓ Hit points: Default 5.

✓ Attack points: Default 1

✓ isAlive: default true

ScoreArray = []
[0 0 0 0 0 0]

Str = ScoreArray[0]
Dex
Con

score_array = [, , , ,]
[000000]

Strength = score_array[0]
Dexterity = score_array[1]
Constitution = ... [2]
Wisdom [3]
Intelligence [4]
Charisma [5]

[{
name	Strength = score_array[0]
Abilityment	Dexterity = score_array[1]
	Constitution = ... [2]
	Wisdom [3]
	Intelligence [4]
	Charisma [5]
	}

function fill_array(object) {

score_array =
[str, dex, con, ...]

ability_scores = [10, 10, 10, 10, 10, 10]

What can happen?

rolling 20 sided die = roll
roll add str modifier = roll
if roll > Combatants Armour class
gain XP(10)

function rollModifier(ability_score)

if (ability_score = 1)
mod = -5

if (as > 1 and < 4)
mod = -4

if (as > 4 and < 6)
mod = -3

Test Func()

roll-mod(2) == -5

Attack function (target1, target2)

roll = roll die()

if roll == 20:

target2.HP = (target1.att_points * 2)

elif roll < 20 and roll > 0:

mod = roll - modifier (Strength)

roll += mod

if roll > target2.armor_class:

target2.hit_points = target1.attack_points

elif == 0:

critical fail

Combat

accepts both sides of the combat as parameters.

roll for initiative

character with highest initiative goes first.

Character chooses target.
Character rolls for attack
if attack modifier is greater
than targets armor class
it is a successful hit.

remove characters attack points
from targets hit points.

Come Back
to this later

Combat Class

intake fighters

removing HP from specific
character }

rolling Die

gaining experience

Procedurally

choose attacker with initiative

highest initiative attacks first
roll for attack

we run our attack function
change defencers HP.

return a new instance of
Defender with lower HitPoints

attack (target1, target2)

Class combat:

def __init__(fighter1, fighter2)

Who fights first? \rightarrow Initiative roll \rightarrow

Class combat:

user1(fighter1) roll for init

user2(fighter2) roll for init

put both rolls in an array

pass that array as a parameter

~~$[Ryan, Mason, Jude] = A$~~

~~$[Morgan, Keith, Josh] = B$~~

Combat (A, B)

~~$A[5, 7, 10]$~~

~~$B[14, 8, 20]$~~

$A[5]$

$B[10]$

(B, A)

(A, B)

20
12
10
8
7
5

Level (XP):

return(XP // 1000)

constitution = roll_modifier(10)

(constitution = 10 + (5 + roll_mod(10)))

Class 'Fighter'(Character)

↑ Child class that inherits
func. and stats from
Parent (Character)

Super.init to take all char. prop. &

· methods. we can also add & edit
prop. by (re)declaring them

Self.attack_roll_mod =
 $\text{int}(\text{level} // 2)$

Job Class

Fighter Class:

Attack roll modifier increases
one for every level

Adds 10 Hit points per level

```
Fighter class (Character)  
def __init__(self, name, align, attributes, xp)  
    super().__init__(name, align, attributes, xp)
```

We will modify the attributes
changes with classes.

COPY attack_roll_mod
change the division by 2
to just the level number

COPY hp → change 5 modifier
to 10 inside modification function

Types of classes

5 types

- Butcher
- Wood Warmlinger
- Senior Javascript Developer
- Daniel Kin
- Fighter

Butcher class

- Modify initial attack function to have name crooked-butt.
- add secondary attack function that is called bone-breaker

```
attack(self, target1, target2, roll)
roll = roll + attack_mod
```

```
if roll >= 20
    get attribute of target2 to the value of (
    target2 hitpoints - target1 attackpoints
    )
```

Add 2 to the target1 attackpoints

if target2 in a attack function(s) has
a job of fighter attackpoints2

intelligence by -3
strength by +2
constitution by +1
dexterity +2
wisdom -3
charisma -4

SR JavaScript Dev

Str -2

Dex -1

Wis +3

Int +3

HP +2 Ref 101

Atk = for loop - runs atk
3 times

Wooden Warmonger

gets a +3 to Armor Class
due to wooden armor

+3 strength
-2 intelligence
-2 wisdom
+0 constitution
+1 Dexterity
+2 Charisma

Daniel Kin

Wis +5

Char +5

has Reg atk

Atk stir the pot

Roll D20 (hydration roll)

≥ 10 atk func x2 dmg

< 10 Nothing