期末Project
Gloomhaven 實作進度報告

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第二周進度報告

1.回合開始
2.角色選牌
3.敏捷值排序
4.角色動作**(attack,shield,heal,**長休**)**
5.視野判斷

```
         3
  111e111
  1111111
  1111111
  11A1B11

round 1:
A 0 3
B 2 3
A 05 0 3
B 20 2 3
guard 30 move sd attack -1
A's rturn: card 0 3
3d
wwd



         3
  111e111
  111A111
  1111111
  1111B11

move
e
A attack e 4 damage, e shield 0, e remain -1 hp
e is killed!!



         3
  1111111
  111A111
  1111111
  1111B11

B's rturn: card 2 3
```

```
         3
  111B111
  111A111
  1111111
  1111111

move
B heal 1, now is 14
0
B shield 1 this turn
round 2:
A -1
B -1
A 99 -1
B 99 -1
A'turn: card -1
A heal 2, now hp is 14
0
remove card: 0
B'turn: card -1
B heal 2, now hp is 14
2
remove card: 2
round 3:
A check
HandCard:1 2 3 4 5 Discard:NowPlay:
```