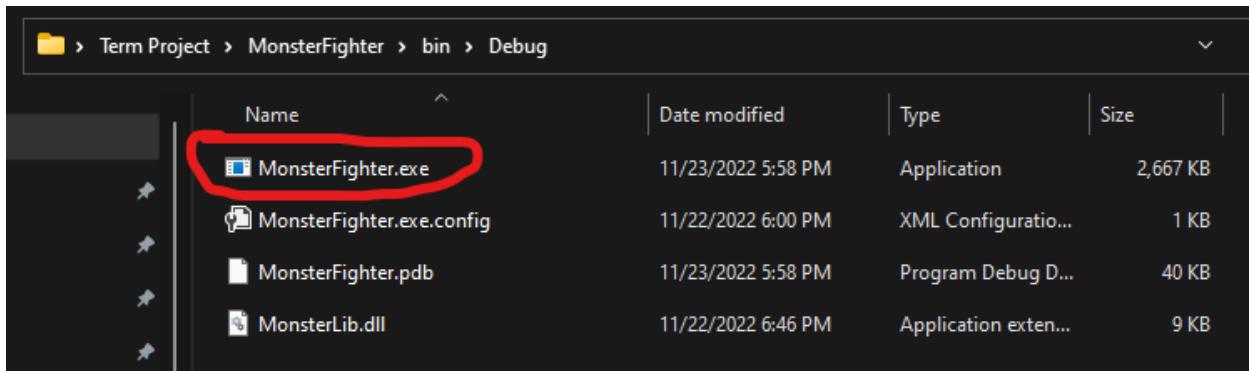


Monster Fight User Manual

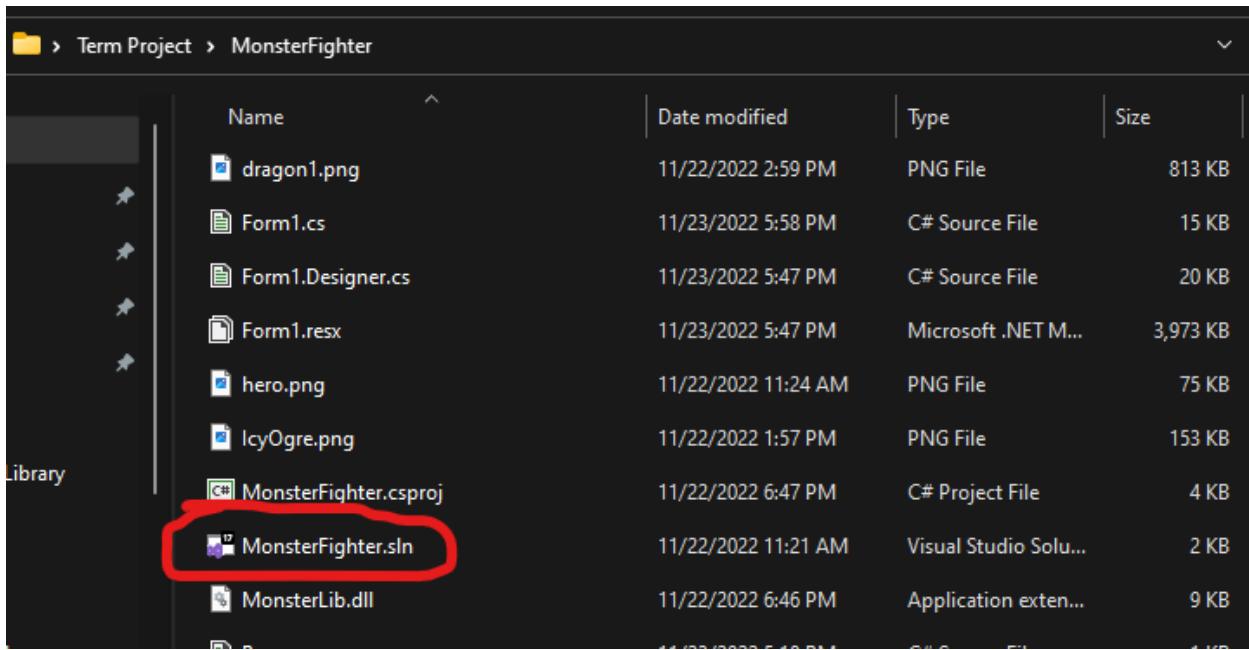
SETUP

To quickly launch Monster Fighter, run `MonsterFighter.exe` located at
`Term Project\MonsterFighter\bin\Debug\monsterfighter.exe`



Name	Date modified	Type	Size
MonsterFighter.exe	11/23/2022 5:58 PM	Application	2,667 KB
MonsterFighter.exe.config	11/22/2022 6:00 PM	XML Configuration	1 KB
MonsterFighter.pdb	11/23/2022 5:58 PM	Program Debug D...	40 KB
MonsterLib.dll	11/22/2022 6:46 PM	Application exten...	9 KB

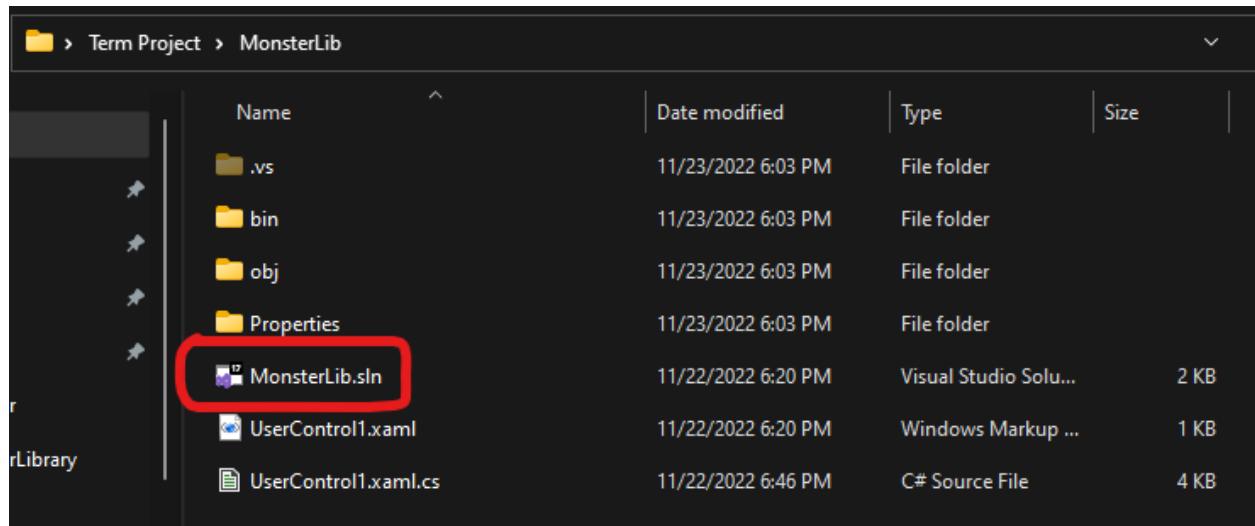
To view the main code for this project, open `MonsterFighter.sln`
`Term Project\MonsterFighter\MonsterFighter.sln`



Name	Date modified	Type	Size
dragon1.png	11/22/2022 2:59 PM	PNG File	813 KB
Form1.cs	11/23/2022 5:58 PM	C# Source File	15 KB
Form1.Designer.cs	11/23/2022 5:47 PM	C# Source File	20 KB
Form1.resx	11/23/2022 5:47 PM	Microsoft .NET M...	3,973 KB
hero.png	11/22/2022 11:24 AM	PNG File	75 KB
IcyOgre.png	11/22/2022 1:57 PM	PNG File	153 KB
MonsterFighter.csproj	11/22/2022 6:47 PM	C# Project File	4 KB
MonsterFighter.sln	11/22/2022 11:21 AM	Visual Studio Solu...	2 KB
MonsterLib.dll	11/22/2022 6:46 PM	Application exten...	9 KB

To view the class library open MonsterLib.sln

Term Project\MonsterLib\MonsterLib.sln



Windows may warn you these files are harmful. If so, disable your antivirus, and choose "Advanced>Run anyway" when launching the application for the first time.

INTRODUCTION

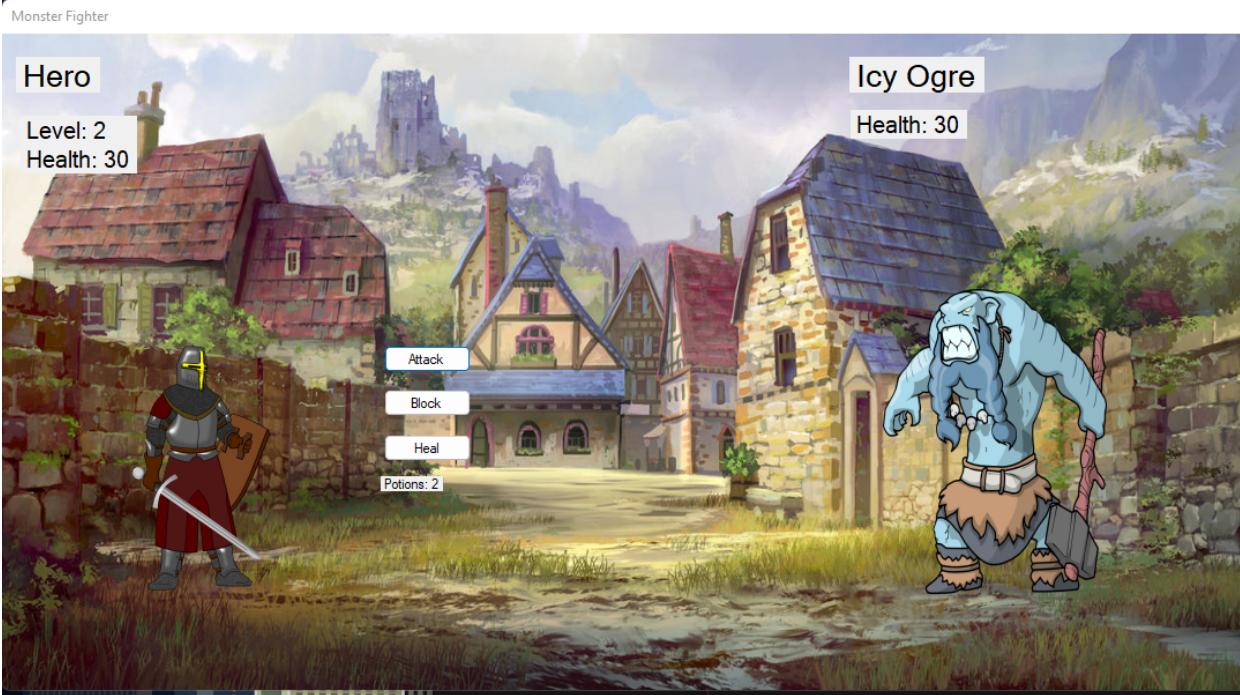
Your kingdom is under attack! The king has selected you to defend the kingdom. You will have to engage in turn based combat to beat various monsters.

Start by naming your hero.

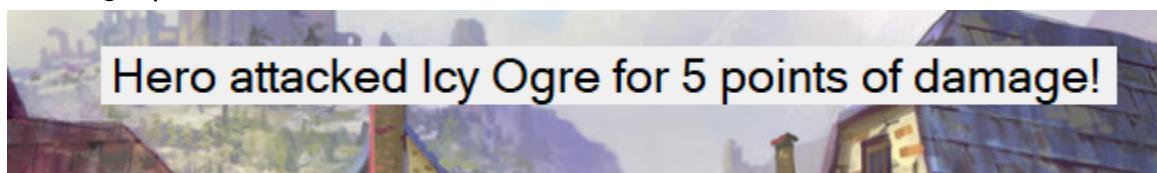


COMBAT

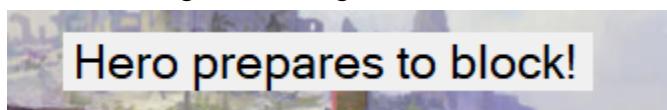
Monster Fighter is a turn based game, meaning you and the enemy will take turns attacking each other. In battle you have 3 tactical options. Attack, Block & Heal.



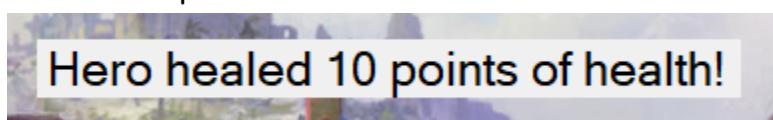
The Attack button deals damage to the enemy, the amount of damage you deal depends on your level, the higher your level, the higher the amount of damage you can deal.



The Block button makes your hero brace for the enemies next attack, subtracting 3 damage from the enemies attack on you.



The Heal button allows you to regain 10 health points, but you can only heal twice per battle.



After you defeat a monster and move onto the next battle, your hero will level up and your health and potions will be replenished at the start of the next battle.



Good luck, hero! You must save the kingdom!