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**Objective:** the goal of this lab is to create a turn based combat game using and importing other files of code. As well as using properties while loops and other functions to help carry it out. Some functions of the game being implemented is the act of taking turns and calculating damage while taking armor hit chance and hit points into account while playing.

**Algorithm:**

Import tbc

Main():

Make characters and create their stats

Print stats of both characters

Start the fight between the two entities

Use the if \_\_ name \_\_ == “\_\_ main \_\_”:

main()

class Rogue:

\_\_ init \_\_ (self, hitpoint, hitchance, maxdamage, armor):

@property(NS,HP,HC,MD,AR)

Rogue

========

Hit points: 20

Hit chance: 70

Max damage: 10

Armor: 0

Knight

========

Hit points: 50

Hit chance: 30

Max damage: 10

Armor: 10

Code for a while loop

Have the user continue for another round

Print current stats per round for both characters

Take into account for ac

Run until hp is 0 or below winner is above 0hp\

Print(“‘ \_\_ name \_\_’ wins!”)

testInt(self, value, min = 0, max = 100, default = 0):

Takes in a value

Checks to see if it is in the min and max range

If it isn’t use default number

Out = default

If the value is an int:

If value greater than or equal to min:

If value is less than or equal to max:

out = value

Print too large

Print too small

Print value must be an integer

Return out

Def hit

Calculate hit chance and damage

Say how much damage they took from their health points then also take into effect their armor.

Def fight

Fight implements the while loop

and set conditions for the game to run until

you or the opponent is out of health.

**Variables:**

Main()

Hit(self, enemy)

Fight(self, enemy)

Class Character(object)

testint(self, value, min = 0, max = 100, default = 0)

@Properties(NS,HP,HC,MD,AR)