World of Warcraft Character Generator

Python Program

By Derrick Demers

**5/16/2019**

The whole day yesterday I was on a nonstop World of Warcraft kick. This had begun after I watched the [“Safe Haven” cinematic](https://www.youtube.com/watch?v=umAgdVTBae0). That four-minute video was the catalyst for the reemergence of the love I had for the story and lore for the MMORPG. That entire day I spent watching cinematics, gameplay guides, and backstories of pivotal and iconic characters. Sometime within that day I come up with an idea, “why not create a program that can help noobs or indecisive veterans pick a race and class for World of Warcraft?” So today I am taking the first steps to create this very program.

I myself am fairly new to the game (despite it being out for over a decade). I have only created several characters but have never actually subscribed to the game and leveled those characters up past level 20. This program will hopefully get me motivated enough to start on a character and finally dive into the World of Warcraft, playing as a character that fits my playstyle and personality.

The steps needed to make this program work go as follows:

1. Research –
2. The factions (Alliance and Horde)
3. The races (each faction has their own race with the exception of Pandaren)
4. The classes (each class has their own abilities and niches)
5. Figuring out the players style of play and create the race/class combinations (each race can add their own benefits to certain classes, giving an edge to the player in and out of combat)
6. Create the outline/pseudocode (Write how I expect this to work)
7. Rough code (Roughly code everything together in hopes that it would all run smoothly)
8. Bug fixes (fix the inevitable bugs that will come from the sloppy code created in the first attempt at this program)
9. Finalization (Make the program look beautiful and presentable all while the program is fully functional)

**Part 1 – Research**

**5/17/19**

For the first part of creating this program I will be researching the two factions in the game, the playable races within those factions, and the classes those characters are able to play as. The two factions that players can choose to side with in game are the Horde and the Alliance. The races that can be found within the Horde are the Orcs, the Undead, the Tauren, the Trolls, the Blood Elves, the Goblins, and the Pandaren that choose the Horde once the player is able to choose their Pandaren’s faction. On the side of the Alliance there are the Humans, the Dwarves, the Night Elves, the Gnomes, the Draenei, the Worgen, and the Alliance choosing Pandaren players. Each race has its own their own set of special abilities that can dramatically help in certain classes that the player can set their character to be. Those classes that the player can be are Warrior, Paladin, Hunter, Rogue, Priest, Shaman, Mage, Warlock, Druid, Demon Hunter, and Death Knight.

**5/19/19-The Horde**

Without getting into too much detail, the horde is a political faction within the World of Warcraft’s fictional world of Azeroth. The Horde is a faction led by a conglomerate of outsiders and survivors of prejudices who have overcome obstacles by creating bonds with each other, fighting together as families or comrades, or creating uneasy alliances. The Horde is currently under command by the current Warchief Slyvanas Windrunner, a Forsaken (currently undead, previously High Elf). The races under the Horde banner as well as their abilities are listed below:

* **Orcs** - Can enrage to increase damage output; Resistant to stuns; Increase the damage output of pets
* **Undead** – Able to remove fear, sleep, and charm; Can consume corpses to regain health and mana; Can drain enemy health; Resistant to shadow damage
* **Tauren** – Has the ability to stomp, stunning nearby enemies; Have increased stamina; Resistant to nature damage; Increased affect from critical strikes
* **Trolls** – Can Berserk which increases attack and casting speed; Health regeneration is increased; Increased experience points gained from killing beasts; Reduces duration of movement impairing effects
* **Blood Elf** – Increased enchanting skill; Can restore resources (mana, energy, etc.); Can dispel nearby enemies; Resistant to Arcane damage
* **Goblin** – Can rocket jump forwards; Can launch rockets at enemies; Receives vendor discounts; Able to summon a personal bank; Increased haste; Alchemy skill and potion healing is increased
* **Pandaren** – Can join either Horde or Alliance; Able to put enemies to sleep; Double the resting experience; Increased food benefits; Cooking skill increased; Reduced fall damage

**The Alliance**

Standing opposite of the Horde is the Alliance. The Alliance consists of powerful cultures and peoples that are loyal to the alliance by their deep commitments to the concepts of justice and nobility. The races and members of the Alliance are all courageous and noble and do all they can to preserve order in the land of Azeroth. The Alliance are led by their king, High King Anduin Wrynn son of the fallen Varian Wrynn. The races of the of the Alliance as well as their abilities are listed below:

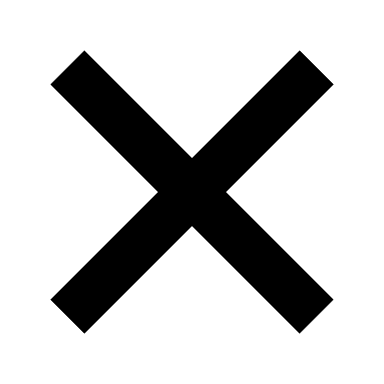
* **Humans** – have increased haste, critical strike, mastery, and versatility; Bonus to reputation gains; Can break out of stuns
* **Dwarves** – May take stone form; Increased effect from critical strikes; Resistant to frost damage; Can find additional archaeology fragments and survey faster
* **Night Elf** – Can fade into shadows; More difficult to hit; Wisp form when dead for faster movement; Faster movement when stealthed; Faster attacks at night and increased critical chance during the day
* **Gnomes** – Can escape from speed altering effects; Increased resource pool; Resistant to arcane damage; Engineering skill increased; Attacks faster
* **Draenei** – Jewelcrafting skill increased; May heal self or others over time; Increased agility, intellect, and strength; Resistant to shadow damage
* **Worgen** – Can periodically move quickly; Critical chance increased; Resistant to nature and shadow damage; Skinning skill and speed increased
* **Pandaren** – Can join either Horde or Alliance; Able to put enemies to sleep; Double the resting experience; Increased food benefits; Cooking skill increased; Reduced fall damage

**The Classes**

The classes in World of Warcraft give players specific roles to themselves or to their group. Certain classes can give abilities that can help both on and off the battlefield. The battlefield skills can include dealing damage, soaking damage, and healing while off the battlefield skills include weapon forging, enchanting, and much more. The following classes and their abilities are listed below:

* **Warrior –** Roles: tank or melee damage; defend using heavy armor and shields; charge quickly around the battlefield; unleash rage to deliver attacks
* **Paladin –** Roles: tank, healer, or melee damage; uses heavy armor, shields, and holy powers; melee weapons infused with holy magic; buffs groups with blessings
* **Hunter –** Roles: ranged or melee damage; uses the power of the wilderness; can tame beasts to be pets; can track and disable enemies
* **Rogue –** Roles: melee damage; able to become hidden in plain sight; can use underhanded tactics and attacks; can combo to quickly finish enemies
* **Priest** – Roles: healer or ranged damage; protects with shields; powerful healing abilities; uses shadow magic; can instill fear and use mind control
* **Shaman** – Roles: healer, ranged damage, melee damage; enchants melee weapons and spells; can restore injured allies; use totems to disable enemies, heal allies, or deal damage
* **Mage –** Role: ranged damage; uses powerful ranged attacks; can use spells that deal area of effect damage; can freeze or polymorph enemies
* **Warlock –** Role: ranged damage; can summon demons; can curse, drain, and afflict targets; can damage enemies with fire and shadow magic
* **Monk –** Roles: tank, healer, or melee damage; uses martial arts to attack; able to tank and reduce damage; uses mystical powers to heal allies
* **Druid –** Roles: tank, healer, ranged damage, melee damage; can shapeshift into different creatures; uses nature power to heal self and allies; can assume any role
* **Death Knight** – Roles: Tank or melee damage; uses plate armor for soaking damage and the ability to parry attacks; can cause area of effect attacks; can cause massive damage over time effects on enemies; can cast useful buffs on allies
* **Demon Hunter** – Roles: tank or melee damage; use demonic warglaives for massive damage per second; can use demonic energy to augment their attacks; can metamorphosize to increase damage resistance and damage output

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Alliance | Warrior | Paladin | Hunter | Rogue | Priest | Shaman | Mage | Warlock | Monk | Druid | Demon Hunter | Death Knight |
| Human |  |  |  |  |  |  |  |  |  |  |  |  |
| Dwarf |  |  |  |  |  |  |  |  |  |  |  |  |
| Night Elf |  |  |  |  |  |  |  |  |  |  |  |  |
| Gnome |  |  |  |  |  |  |  |  |  |  |  |  |
| Draenei |  |  |  | Close |  |  |  | Close |  | Close | Close |  |
| Worgen |  | Close |  |  |  | Close |  |  | Close |  | Close |  |
| Pandaren |  | Close |  |  |  |  |  | Close |  | Close | Close |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Horde | Warrior | Paladin | Hunter | Rogue | Priest | Shaman | Mage | Warlock | Monk | Druid | Demon Hunter | Death Knight |
| Orc |  | Close |  |  | Close |  |  |  |  | Close | Close |  |
| Undead |  | Close |  |  |  | Close |  |  |  | Close | Close |  |
| Tauren |  |  |  | Close |  |  | Close | Close |  |  | Close |  |
| Troll |  | Close |  |  |  |  |  |  |  |  | Close |  |
| Blood Elf |  |  |  |  |  | Close |  |  |  | Close |  |  |
| Goblin |  | Close |  |  |  |  |  |  | Close | Close | Close |  |
| Pandaren |  | Close |  |  |  |  |  | Close |  | Close | Close |  |

The following tables show the classes each of the races in each faction are able to play as (colored spaces indicate the class the race is able to play as whereas spaces with a  indicate the classes that the race is unable to play):

**Part 2 – Linking the Player, Classes, and Races 5/31/19**

The second part of this project is to figure out what personalities and playstyles will fit for each character and class. Everyone has a different way to play role playing games. Some like to face the danger head on and soak as much damage as they can, others like to avoid conflict and take a quieter approach to their objective. It all comes down to player preference in the end, and each race and class found in the World of Warcraft can help those preferences made by the player even more enjoyable and well put to use in their adventures. Through a long thought process, I have concluded the following race and class combinations that can suit several different play styles:

**Alliance:**

* Draenei Paladin – Why? Draenei are naturally resistant to shadow magic and they have a superb ability to give buffs and heal, making them the perfect healers for a guild/raid
* Dwarf Hunter – Why? Dwarves are able to get a better survey pf the land making for great ranged attackers
* Human Priest – Why? Humans can easily break out of stuns making for the best types of healers when the group gets in a pinch
* Pandaren Death Knight – Why? Pandarens ability to put enemies to sleep with the death knights incredible damage output would make an ideal DPS character for a group or even a solo character
* Pandaren Monk – Why? Pandaren are able to withstand a decent amount of damage and can also give and gain increased benefits from food (such as healing and damage reduction) making a Pandaren Monk an even better tank
* Night Elf Rogue– Why? Night Elves are already difficult to hit and can fade into the shadows making them the perfect rogues that can sneak past large amounts of enemies or deal some damage to unsuspecting foes
* Night Elf Demon Hunter – Why? Night Elves gain increased stats during different times of the day (night = +attack speed; day = + critical hit chance), these bonuses added to the demon hunter’s attack speed and damage output make it a force to be reckoned with
* Worgen Warrior – Why? Worgen are able to move around the battlefield quickly as well as have an increased chance at critical strikes making them a great tank or damage character

**Horde:**

* Orc Warrior – Why? Can use their rage ability to increase their damage. With proper loot the warrior orc can easily charge through any dungeon
* Goblin Rogue – Why? Goblins are able to move around quickly with the use of their rocket jumps. This can be a great advantage when wanting to traverse around an area without being caught
* Pandaren Death Knight - Why? Pandarens ability to put enemies to sleep with the death knights incredible damage output would make an ideal DPS character for a group or even a solo character
* Pandaren Monk – Why? Pandaren are able to withstand a decent amount of damage and can also give and gain increased benefits from food (such as healing and damage reduction) making a Pandaren Monk an even better tank
* Orc Shaman – Why? A shaman’s ability to disable enemies and enchant weaponry added to power and rage ability of an Orc can make this character a very devastating damage character
* Blood Elf Mage – Why? Blood Elves are easily able to restore mana which is what is used to caste spells and magic making Blood Elves an excellent damage mage
* Undead Warlock – Why? Undead are able to consume mana and health from dead bodies so they would be the perfect ranged attack characters to have in your backline, draining the bodies made by the front line while attacking from rear
* Troll Shaman – Why? A Trolls increased casting makes for a great healer while simultaneously using totems to disable enemies. On top of that Trolls have reduced duration of movement impairing effects which can come in handy when fighting a foe with abilities like slowing

With the races matched with their benefited classes, the player may seem ready to step out into the world of Azeroth, but before they are able to do any of that they must take the first step into deciding their character: **Horde or Alliance?**

**Part 3 – Program Outline 6/3/19**

The outline of how I want to make this program go goes as follows:

Start

It begins with an opening “Welcome” to the user from the program

The program then explains that the user must choose a faction

The program gives as description of the factions

The user must then decide: Horde or Alliance or Random

The user decides on either one of the two factions

The user is given several questions about combat and other techniques and such

Based upon the answers given, the user gets their results on what they should play as

Program asks user if they would like to try again

Program either repeats or ends

**Part 4 – Final Program 12/18/19**

# Derrick Demers

# 7/14/2019

# World of Warcraft Character Generator Quiz

# A programmed designed to give new World of Warcraft players a helping hand in deciding what race

# and class to play as (final version)

def TryAgain(): #This class is where the end of every quiz portion goes to ask if the user would like to run the program again

Again = input("\nWould you like to run the program again? (Y/N)\n"

"Choice: ")

if Again.lower() == 'y':

print("Starting program again...\n")

Faction\_Choice()

elif Again.lower() == 'n':

print("Thank you for using the programming, farewell adventurer...")

return 0

else:

print("Invalid input...\n")

TryAgain()

################################## Alliance Questions #######################################

# CHOOSING A ROLE --ALLIANCE--

def Alliance\_Class\_Questions():

print("\nWelcome to the Alliance, new player. It is now time for you to choose a role in which you will play as.\n")

Alliance\_Role\_Choice = input("\nRoles to choose from: Tank, DPS (Damage), Healer...\n"

"(a) Tank: Tanks are players that are designed to take as much damage as possible.\n"

"Catch the attention of the enemy and leave the damage roles to take care of the\n"

"enemy/enemies.\n"

"(b) DPS: With the Tanks acting as the shields, the dps are the sword of the group.\n"

"DPS roles are designed to inflict as much damage as possible.\n"

"(c) Healers: Healers need to make sure everyone is alive and well. There are \n"

"healers that can heal in multiple ways whether it be directly or indirectly.\n"

"What will you choose? Role: ")

if Alliance\_Role\_Choice.lower() == 'a':

Alliance\_Tank()

elif Alliance\_Role\_Choice.lower() == 'b':

Alliance\_DPS()

elif Alliance\_Role\_Choice.lower() == 'c':

Alliance\_Healer()

else:

print("\nInvalid input. Please try again")

Alliance\_Class\_Questions() #If the user enters an invalid answer, they are transported back to the beginning of

#a class. This pattern repeats throughout the program

# THE ALLIANCE TANK ROLE

def Alliance\_Tank():

Pandaren\_Monk = 0

Worgen\_Warrior = 0 #the values for the results are set to 0

print("\nYou have chosen the Tank role for the Alliance.")

YesOrNo = input("Is this what you wanted? (Y/N) ") #asks the user if this is the correct role

if YesOrNo.lower() == 'y':

print("Let's continue...\n")

elif YesOrNo.lower() == 'n':

print("Understood. Going back to the role choice...\n")

Alliance\_Class\_Questions() #user is transported back to role choice

else:

print("Invalid input...\n")

Alliance\_Tank()

# Question 1 #

question1\_AllianceTank = input("Question 1: \n"

"When fighting an opponent one on one, you prefer to...\n"

"(a) Use status effects to give yourself an advantage\n"

"(b) Overpower the enemy with speed and brute force\n"

"Choice: ")

if question1\_AllianceTank.lower() == 'a':

Pandaren\_Monk += 1 #values get added to the choices after each question is answered

elif question1\_AllianceTank.lower() == 'b':

Worgen\_Warrior += 1

else:

print("\nInvalid input, going back a step...\n")

Pandaren\_Monk = 0

Worgen\_Warrior = 0

Alliance\_Tank()

# Question 2 #

question2\_AllianceTank = input("\nQuestion 2: \n"

"Do you prefer taking down...\n"

"(a) multiple enemies at once\n"

"(b) one enemy at a time \n"

"Choice: ")

if question2\_AllianceTank.lower() == 'a':

Pandaren\_Monk += 1

elif question2\_AllianceTank.lower() == 'b':

Worgen\_Warrior += 1

else:

print("\nInvalid input, going back a step...\n...")

Pandaren\_Monk = 0

Worgen\_Warrior = 0

Alliance\_Tank()

# Question 3 #

question3\_AllianceTank = input("\nQuestion 3: \n"

"Are you one to prioritize speed?\n"

"(a) No\n"

"(b) Yes\n"

"Choice: ")

if question3\_AllianceTank.lower() == 'a':

Pandaren\_Monk += 1

elif question3\_AllianceTank.lower() == 'b':

Worgen\_Warrior += 1

else:

print("\nInvalid input, going back a step...\n...")

Pandaren\_Monk = 0

Worgen\_Warrior = 0

Alliance\_Tank()

# Add results # Choices are added up and results are printed acoringly

if Pandaren\_Monk > Worgen\_Warrior: #checks to see which is the greatest choice chosen

print("You should play as a PANDAREN MONK.\n"

"Pandaren Monks are a tough combination of healer and tank that is able to use buffs and debuffs\n"

"to give themselves or their allies an edge in battle.\n ")

TryAgain()

elif Worgen\_Warrior > Pandaren\_Monk:

print("You should play as a WORGEN WARRIOR.\n"

"Worgen Warriors are able to not only to soak a large amount of damage, but are also able to deliver \n"

"a great amount of damage in a quick amount of time as well.\n")

TryAgain()

else:

print("\nInconclusive amount of data. Going back a step...\n")

Pandaren\_Monk = 0

Worgen\_Warrior = 0 #resets the values back to 0 before continuing to retry

Alliance\_Tank()

# THE ALLIANCE DPS ROLE

def Alliance\_DPS():

Pandaren\_DeathKnight = 0

NightElf\_Rogue = 0

NightElf\_DemonHunter = 0

Worgen\_Warrior = 0

Dwarf\_Hunter = 0

print("\nYou have chosen the DPS role for the Alliance.")

YesOrNo = input("Is this what you wanted? (Y/N) ")

if YesOrNo.lower() == 'y':

print("Let's continue...\n")

elif YesOrNo.lower() == 'n':

print("Understood. Going back to role choice...\n")

Alliance\_Class\_Questions()

else:

print("Invalid input...\n")

Alliance\_DPS()

# Question 1 #

question1\_AllianceDPS = input("\nQuestion 1:\n"

"What is your basic method of attacking?\n"

"(a) Close and brutal\n"

"(b) Silent but deadly\n"

"(c) Close and life stealing\n "

"(d) Close and quick\n"

"(e) At a distance\n"

"Choice: ")

if question1\_AllianceDPS.lower() == 'a':

Pandaren\_DeathKnight += 1

elif question1\_AllianceDPS.lower() == 'b':

NightElf\_Rogue += 1

elif question1\_AllianceDPS.lower() == 'c':

NightElf\_DemonHunter += 1

elif question1\_AllianceDPS.lower() == 'd':

Worgen\_Warrior += 1

elif question1\_AllianceDPS.lower() == 'e':

Dwarf\_Hunter += 1

else:

print("\nInvalid entry. Going back a step...\n")

Pandaren\_DeathKnight = 0

NightElf\_Rogue = 0

NightElf\_DemonHunter = 0

Worgen\_Warrior = 0

Dwarf\_Hunter = 0

Alliance\_DPS()

# Question 2 #

question2\_AllianceDPS = input("\nQuestion 2:\n"

"What skills do you like to implement to your attack patterns?\n"

"(a) Debuffs to enemies and buffs to myself\n"

"(b) Poisons to the enemy and potions to myself\n"

"(c) Speed boosts and life/mana stealing\n "

"(d) Speed boosts and stuns\n"

"(e) Animal companions and long range stuns\n"

"Choice: ")

if question2\_AllianceDPS.lower() == 'a':

Pandaren\_DeathKnight += 1

elif question2\_AllianceDPS.lower() == 'b':

NightElf\_Rogue += 1

elif question2\_AllianceDPS.lower() == 'c':

NightElf\_DemonHunter += 1

elif question2\_AllianceDPS.lower() == 'd':

Worgen\_Warrior += 1

elif question2\_AllianceDPS.lower() == 'e':

Dwarf\_Hunter += 1

else:

print("\nInvalid entry. Going back a step...\n")

Pandaren\_DeathKnight = 0

NightElf\_Rogue = 0

NightElf\_DemonHunter = 0

Worgen\_Warrior = 0

Dwarf\_Hunter = 0

Alliance\_DPS()

# Question 3 #

question3\_AllianceDPS = input("\nQuestion 3:\n"

"Are you more comfortable in a group or alone?\n"

"(a) Alone\n"

"(b) With a group if I'm the only one of my class\n"

"(c) I prefer a group\n "

"(d) Either/Or\n"

"(e) In a group\n"

"Choice: ")

if question3\_AllianceDPS.lower() == 'a':

Pandaren\_DeathKnight += 1

elif question3\_AllianceDPS.lower() == 'b':

NightElf\_Rogue += 1

elif question3\_AllianceDPS.lower() == 'c':

NightElf\_DemonHunter += 1

elif question3\_AllianceDPS.lower() == 'd':

Worgen\_Warrior += 1

elif question3\_AllianceDPS.lower() == 'e':

Dwarf\_Hunter += 1

else:

print("\nInvalid input. Going back a step...\n")

Pandaren\_DeathKnight = 0

NightElf\_Rogue = 0

NightElf\_DemonHunter = 0

Worgen\_Warrior = 0

Dwarf\_Hunter = 0

Alliance\_DPS()

# Results #

if Pandaren\_DeathKnight > NightElf\_Rogue & NightElf\_DemonHunter & Worgen\_Warrior & Dwarf\_Hunter:

print("\nYou should play as a PANDAREN DEATH KNIGHT\n"

"The Death Knight damage output combined with the buffs and other abilities from the\n"

"Pandaren race are sure to make the Pandaren Death Knight a force to be reckoned with\n"

"on the battlefield.\n")

TryAgain()

elif NightElf\_Rogue > Pandaren\_DeathKnight & NightElf\_DemonHunter & Worgen\_Warrior & Dwarf\_Hunter:

print("\nYou should play as a NIGHT ELF ROGUE.\n"

"Night elves are able to slip into the shadows easier making them the perfect race\n"

"for those that love dealing damage from the shadows.\n")

TryAgain()

elif NightElf\_DemonHunter > Pandaren\_DeathKnight & NightElf\_Rogue & Worgen\_Warrior & Dwarf\_Hunter:

print("\nYou should play as a NIGHT ELF DEMON HUNTER\n"

"Night Elf Demon Hunters are able to get an addional critical hit boost as well as leech\n"

"health from their enemies making. This combined with their increased attack speed abilities\n"

"make them ideal for most raids.\n")

TryAgain()

elif Worgen\_Warrior > Pandaren\_DeathKnight & NightElf\_Rogue & NightElf\_DemonHunter & Dwarf\_Hunter:

print("\nYou should play as WORGEN WARRIOR.\n"

"As a Worgen Warrior you are more resistant to nature and shadow damage which helps out\n"

"against fighting mages and warlocks. They're bonus movement speed makes moving from target\n"

"to target much easier as well.\n")

TryAgain()

elif Dwarf\_Hunter > Pandaren\_DeathKnight & NightElf\_Rogue & NightElf\_DemonHunter & Worgen\_Warrior:

print("\nYou should play as a DWARF HUNTER.\n"

"Dwarf Hunters are very skilled in trickling down enemies from afar. With their pets able\n"

"to even tank damage, skilled hunters can flank and take down the largest of foes from afar.\n")

TryAgain()

else:

print("\nInconclusive amount of data. Going back a step...\n")

Pandaren\_DeathKnight = 0

NightElf\_Rogue = 0

NightElf\_DemonHunter = 0

Worgen\_Warrior = 0

Dwarf\_Hunter = 0

Alliance\_DPS()

# THE ALLIANCE HEALER ROLE

def Alliance\_Healer():

Draenei\_Paladin = 0

Human\_Priest = 0

print("\nYou have chosen the healer role for the Alliance.")

YesOrNo = input("Is this what you wanted? (Y/N) ")

if YesOrNo.lower() == 'y':

print("Let's continue...\n")

elif YesOrNo.lower() == 'n':

print("Understood. Going back to role choice...\n")

Alliance\_Class\_Questions()

else:

print("Invalid input...\n")

Alliance\_Healer()

# Question 1 #

question1\_AllianceHealer = input("\nQuestion 1:"

"\nWhat is your preferred method of healing?\n"

"(a) Area of Effect buffs and healing\n"

"(b) Constant/Regular healing\n"

"Choice: ")

if question1\_AllianceHealer.lower() == 'a':

Draenei\_Paladin += 1

elif question1\_AllianceHealer.lower() == 'b':

Human\_Priest += 1

else:

print("\nInvalid entry. Going back a step...\n")

Draenei\_Paladin = 0

Human\_Priest = 0

Alliance\_Healer()

# Question 2 #

question2\_AllianceHealer = input("\nQuestion 2:"

"\nDo you prefer buffs or strictly healing?\n"

"(a) Buffs\n"

"(b) Strictly healing\n"

"Choice: ")

if question2\_AllianceHealer.lower() == 'a':

Draenei\_Paladin += 1

elif question2\_AllianceHealer.lower() == 'b':

Human\_Priest += 1

else:

print("\nInvalid entry. Going back a step...\n")

Draenei\_Paladin = 0

Human\_Priest = 0

Alliance\_Healer()

# Question 3 #

question3\_AllianceHealer = input("\nQuestion 3:\n"

"Which of these sounds more appealing to your style of play?\n"

"(a) Shields and giving damage when taking damage\n"

"(b) Removing lethal magic in an area and boosting the"

" abilities of other healers\n"

"Choice: ")

if question3\_AllianceHealer.lower() == 'a':

Draenei\_Paladin += 1

elif question3\_AllianceHealer.lower() == 'b':

Human\_Priest += 1

else:

print("\nInvalid entry. Going back a step...\n")

Draenei\_Paladin = 0

Human\_Priest = 0

Alliance\_Healer()

# Results #

if Draenei\_Paladin > Human\_Priest:

print("\nYou should play as a DRAENEI PALADIN.\n"

"Draenei have the ability to heal themselves and others over time. Add the Paladin\n"

"abilities to give buffs and they can be an asset to raids and maybe even PVP.\n")

TryAgain()

elif Human\_Priest > Draenei\_Paladin:

print("\nYou should play as a HUMAN PRIEST.\n"

"Humans have the natural ability to break out of stuns. Added with a Paladin's ability to heal\n"

"at a steady rate and Human Paladins will be a huge asset in raids.\n")

TryAgain()

else:

print("\nInconclusive amount of data. Going back a step...\n")

Draenei\_Paladin = 0

Human\_Priest = 0

Alliance\_Healer()

################################## Horde Questions #######################################

# CHOOSING A ROLE --HORDE--

def Horde\_Class\_Questions():

print("\nWelcome to the Horde, new player. It is now time for you to choose a role in which you will play as.\n")

Horde\_Role\_Choice = input("\nRoles to choose from: Tank, DPS (Damage), Healer...\n"

"(a) Tank: Tanks are players that are designed to take as much damage as possible.\n"

"Catch the attention of the enemy and leave the damage roles to take care of the\n"

"enemy/enemies.\n"

"(b) DPS: With the Tanks acting as the shields, the dps are the sword of the group.\n"

"DPS roles are designed to inflict as much damage as possible.\n"

"(c) Healers: Healers need to make sure everyone is alive and well. There are \n"

"healers that can heal in multiple ways whether it be directly or indirectly.\n"

"What will you choose? Role: ")

if Horde\_Role\_Choice.lower() == 'a':

Horde\_Tank()

elif Horde\_Role\_Choice.lower() == 'b':

Horde\_DPS()

elif Horde\_Role\_Choice.lower() == 'c':

Horde\_Healer()

else:

print("\nNot enough data, taking you back a step")

Horde\_Class\_Questions()

# THE HORDE TANK ROLE

def Horde\_Tank():

Orc\_Warrior = 0

Pandaren\_Monk = 0

print("\nYou have chosen the Tank role for the Horde.")

YesOrNo = input("Is this what you wanted? (Y/N) ")

if YesOrNo.lower() == 'y':

print("Let's continue...\n")

elif YesOrNo.lower() == 'n':

print("Understood. Taking you back to role choice...\n")

Horde\_Class\_Questions()

else:

print("Invalid input...\n")

Horde\_Tank()

# Question 1 #

question1\_HordeTank = input("\nQuestion 1:\n"

"Which of these choices defines your tanking style best?\n"

"(a) Soak damage AND attack each enemy one at a time\n"

"(b) Soak damage AND apply status effects to groups of enemies\n"

"Choice: ")

if question1\_HordeTank.lower() == 'a':

Orc\_Warrior += 1

elif question1\_HordeTank.lower() == 'b':

Pandaren\_Monk += 1

else:

print("\nInvalid input, going back a step\n")

Orc\_Warrior = 0

Pandaren\_Monk = 0

Horde\_Tank()

# Question 2 #

question2\_HordeTank = input("Question 2: \n"

"Do you prefer to...\n"

"(a) Have damage focused on you as you both you and your team attacks a common foe\n"

"(b) Have damage focused on you as you weaken your enemy and buff your allies\n"

"Choice: ")

if question2\_HordeTank.lower() == 'a':

Orc\_Warrior += 1

elif question2\_HordeTank.lower() == 'b':

Pandaren\_Monk += 1

else:

print("\nInvalid input, going back a step...\n")

Orc\_Warrior = 0

Pandaren\_Monk = 0

Horde\_Tank()

# Question 3 #

question3\_HordeTank = input("Question 3: \n"

"Do you prefer gaining experience at an increased or regular rate when resting?\n"

"(a) Regular rate\n"

"(b) Increased rate\n"

"Choice: ")

if question3\_HordeTank.lower() == 'a':

Orc\_Warrior += 1

elif question3\_HordeTank.lower() == 'b':

Pandaren\_Monk += 1

else:

print("\nInvalid input, going back a step...\n")

Orc\_Warrior = 0

Pandaren\_Monk = 0

Horde\_Tank()

# Results #

if Orc\_Warrior > Pandaren\_Monk:

print("\nYou should play as an ORC WARRIOR\n"

"Orc warriors are capable of withstanding massive amounts of damage as well as\n"

"stunning and breaking enemy defenses making them suitable for soaking and giving damage.\n")

TryAgain()

elif Pandaren\_Monk > Orc\_Warrior:

print("\nYou should play as a PANDAREN MONK\n"

"Pandaren Monks are a tough combination of healer and tank that are able to use buffs and debuffs\n"

"to give themselves or their allies an edge in battle.\n")

TryAgain()

else:

print("\nInconclusive amount of data. Going back a step...\n")

Orc\_Warrior = 0

Pandaren\_Monk = 0

Horde\_Tank()

# THE HORDE DPS ROLE

def Horde\_DPS():

Orc\_Warrior = 0

Goblin\_Rogue = 0

Pandaren\_DeathKnight = 0

Orc\_Shaman = 0

BloodElf\_Mage = 0

print("\nYou have chosen the DPS role for the Horde.")

YesOrNo = input("Is this what you wanted? (Y/N)")

if YesOrNo.lower() == "y":

print("Let's continue...\n")

elif YesOrNo.lower() == 'n':

print("Understood. Going back to role choice...\n")

Horde\_Class\_Questions()

else:

print("Invalid input...\n")

Horde\_DPS()

# Question 1 #

question1\_HordeDPS = input("\nQuestion 1: \n"

"How would you describe your preferred method of attack?\n"

"(a) Heavy and all out\n"

"(b) Quick and quiet\n"

"(c) Through status effects\n"

"(d) Ranged and debuff enemies\n"

"(e) Ranged focusing on critical strikes\n"

"Choice: ")

if question1\_HordeDPS.lower() == 'a':

Orc\_Warrior += 1

elif question1\_HordeDPS.lower() == 'b':

Goblin\_Rogue += 1

elif question1\_HordeDPS.lower() == 'c':

Pandaren\_DeathKnight += 1

elif question1\_HordeDPS.lower() == 'd':

Orc\_Shaman += 1

elif question1\_HordeDPS.lower() == 'e':

BloodElf\_Mage += 1

else:

print("\nInvalid input, going back a step\n")

Orc\_Warrior = 0

Goblin\_Rogue = 0

Pandaren\_DeathKnight = 0

Orc\_Shaman = 0

BloodElf\_Mage = 0

Horde\_DPS()

# Question 2 #

question2\_HordeDPS = input("\nQuestion 2: \n"

"What skills would you implement in your attack patterns?\n"

"(a) Stunning enemies and hitting them with heavy strikes\n"

"(b) Swiftly close in on a target and attack them unseen\n"

"(c) Put an enemy to sleep then strike them with heavy attacks\n"

"(d) Stay at a distance and focus on weakening your enemy\n"

"(e) Drain energy from your enemy and cast spells at a distance\n"

"Choice: ")

if question2\_HordeDPS.lower() == 'a':

Orc\_Warrior += 1

elif question2\_HordeDPS.lower() == 'b':

Goblin\_Rogue += 1

elif question2\_HordeDPS.lower() == 'c':

Pandaren\_DeathKnight += 1

elif question2\_HordeDPS.lower() == 'd':

Orc\_Shaman += 1

elif question2\_HordeDPS.lower() == 'e':

BloodElf\_Mage += 1

else:

print("\nInvalid input, going back a step\n")

Orc\_Warrior = 0

Goblin\_Rogue = 0

Pandaren\_DeathKnight = 0

Orc\_Shaman = 0

BloodElf\_Mage = 0

Horde\_DPS()

# Question 3 #

question3\_HordeDPS = input("\nQuestion 3: \n"

"Where would your position be in a battle/raid?\n"

"(a) Front lines, tanking damage and striking first\n"

"(b) Away from the rest of the group, striking enemies silently\n"

"(c) Front lines casting status effects and using melee attacks\n"

"(d) Middle of the group, debuffing enemies and using ranged attacks\n"

"(e) In the middle, sapping enemies of their mana and using long ranged attacks\n"

"Choice: ")

if question3\_HordeDPS.lower() == 'a':

Orc\_Warrior += 1

elif question3\_HordeDPS.lower() == 'b':

Goblin\_Rogue += 1

elif question3\_HordeDPS.lower() == 'c':

Pandaren\_DeathKnight += 1

elif question3\_HordeDPS.lower() == 'd':

Orc\_Shaman += 1

elif question3\_HordeDPS.lower() == 'e':

BloodElf\_Mage += 1

else:

print("\nInvalid input, going back a step\n")

Orc\_Warrior = 0

Goblin\_Rogue = 0

Pandaren\_DeathKnight = 0

Orc\_Shaman = 0

BloodElf\_Mage = 0

Horde\_DPS()

# Question 3 #

if Orc\_Warrior > Goblin\_Rogue & Pandaren\_DeathKnight & Orc\_Shaman & BloodElf\_Mage:

print("\nYou should play as an ORC WARRIOR\n"

"Orc warriors are capable of withstanding massive amounts of damage as well as\n"

"stunning and breaking enemy defenses making them suitable for soaking and giving damage.\n")

TryAgain()

elif Goblin\_Rogue > Orc\_Warrior & Pandaren\_DeathKnight & Orc\_Shaman & BloodElf\_Mage:

print("\nYou should play as a GOBLIN ROGUE\n"

"Goblin's ability to jump far distances makes for great swift damage classes.\n"

"Combined with a rogue's high damage output, a goblin rogue makes for a fantastic dps.\n")

TryAgain()

elif Pandaren\_DeathKnight > Orc\_Warrior & Goblin\_Rogue & Orc\_Shaman & BloodElf\_Mage:

print("\nYou should play as a PANDAREN DEATH KNIGHT\n"

"The Death Knight damage output combined with the buffs and other abilities from the\n"

"Pandaren race are sure to make the Pandaren Death Knight a force to be reckoned with\n"

"on the battlefield.\n")

TryAgain()

elif Orc\_Shaman > Orc\_Warrior & Goblin\_Rogue & Pandaren\_DeathKnight & BloodElf\_Mage:

print("\nYou should play as an ORC SHAMAN\n"

"An Orc Shaman's ability to disable enemies as well as enchant weaponry and allies\n"

"makes them a crucial part to any raid or PvP group considering their abilities of sabotage.\n")

TryAgain()

elif BloodElf\_Mage > Orc\_Warrior & Goblin\_Rogue & Pandaren\_DeathKnight & Orc\_Shaman:

print("\nYou should play as a BLOOD ELF MAGE\n"

"Blood Elf Mages are caable of quickly restoring mana to themselves for quicker and longer-lasting\n"

"damage from a distance, making Blood Elf Mages a good long range DPS character.\n")

TryAgain()

else:

print("\nInconclusive amount of data. Going back a step...\n")

Orc\_Warrior = 0

Goblin\_Rogue = 0

Pandaren\_DeathKnight = 0

Orc\_Shaman = 0

BloodElf\_Mage = 0

Horde\_DPS()

# THE HORDE HEALER ROLE

def Horde\_Healer():

Undead\_Warlock = 0

Troll\_Shamman = 0

print("You have chosen the Healer role for the Horde.\n")

YesOrNo = input("Is this what you wanted? (Y/N)\n"

"Choice: ")

if YesOrNo == 'y':

print("Let's continue...\n")

elif YesOrNo == 'n':

print("Understood. Going back to role choice...\n")

Horde\_Class\_Questions

else:

print("Invalid input...\n")

Horde\_Healer

# Question 1 #

question1\_HordeHealer = input("\nQuestion 1:\n"

"How would you describe your healing style?\n"

"(a) Direct healing\n"

"(b) Indirect healing through area of effect\n"

"Choice: ")

if question1\_HordeHealer.lower() == 'a':

Undead\_Warlock += 1

elif question1\_HordeHealer.lower() == 'b':

Troll\_Shamman += 1

else:

print("\nInvalid input, going back a step\n")

Undead\_Warlock = 0

Troll\_Shamman = 0

Horde\_Healer()

# Question 2 #

question2\_HordeHealer = input("\nQuestion 2:\n"

"You would prefer to...\n"

"(a) Using the environment around me to create oppertunities and advantages\n"

"(b) Use my own items/abilities to crate oppertunities and advantages for me\n"

"Choice: ")

if question2\_HordeHealer.lower() == 'a':

Undead\_Warlock += 1

elif question2\_HordeHealer.lower() == 'b':

Troll\_Shamman += 1

else:

print("\nInvalid input, going back a step\n")

Undead\_Warlock = 0

Troll\_Shamman = 0

Horde\_Healer()

# Question 3 #

question3\_HordeHealer = input("\nQuestion 3:\n"

"How would you describe your attacking style?\n"

"(a) From a distance\n"

"(b) Up close witht the help of buffs and debuffs\n"

"Choice: ")

if question3\_HordeHealer.lower() == 'a':

Undead\_Warlock += 1

elif question3\_HordeHealer.lower() == 'b':

Troll\_Shamman += 1

else:

print("\nInvalid input, going back a step\n")

Undead\_Warlock = 0

Troll\_Shamman = 0

Horde\_Healer()

if Undead\_Warlock > Troll\_Shamman:

print("\nYou should play as an UNDEAD WARLOCK\n"

"Undead Warlocks have the ability to suck the health and mana out of dead bodies\n"

"around them, making them great healers for large raids with smaller/weaker mobs.\n")

TryAgain()

elif Troll\_Shamman > Undead\_Warlock:

print("\nYou should play as TROLL SHAMAN\n"

"Troll Shamans can heal party members over large distances with the uses of healing\n"

"totems they can summon. Thi smakes them ideal for both raids and PvP quests.")

TryAgain()

else:

print("\nInconclusive amount of data. Going back a step...\n")

Undead\_Warlock = 0

Troll\_Shamman = 0

Horde\_Healer()

################################## Faction Question #######################################

def Faction\_Choice():

print("\nThe World of Warcraft Character Chooser Quiz\nA Python Program by Derrick Demers")

faction\_question = input("\nIn the World of Warcraft, there are two sides:\n\n"

"The Alliance: \n"

"The Alliance consists of powerful cultures and peoples that are loyal to the alliance \n"

"by their deep commitments to the concepts of justice and nobility. The races and \n"

"members of the Alliance are all courageous and noble and do all they can to preserve \n"

"order in the land of Azeroth. The Alliance are led by their king, High King \n "

"Anduin Wrynn son of the fallen Varian Wrynn. \n\n"

"The Horde: \n"

"The Horde is a faction led by a conglomerate of outsiders and survivors of prejudices \n"

"who have overcome obstacles by creating bonds with each other, fighting together as \n"

"family or comrades, or creating uneasy alliances. The Horde is currently under command \n"

"by the current Warchief Slyvanas Windrunner, a Forsaken \n"

"(currently undead, previously High Elf).\n\n"

"So new player, which faction will you choose?\n"

"(a) Alliance\n"

"or\n"

"(b) Horde\n"

"(q) Exit the program\n")

if faction\_question.lower() == 'a':

Alliance\_Class\_Questions()

elif faction\_question.lower() == 'b':

Horde\_Class\_Questions()

elif faction\_question.lower() == 'q':

print("\nThank you for using the program\n"

"Farewell, adventurer...\n")

return

else:

print("\nInvalid input, please try again...")

Faction\_Choice()

################################## Where the program begins #######################################

Faction\_Choice()

**Closing words:**

It’s taken me a lot longer than I had hoped to create this program. It has been a wild ride making it in between school, transferring jobs, taking care of my mom’s business, caring for my mother through her sickness, and in between occasional drepressive episodes, but I’m so delighted to have this program completed. It was a redundant challenge to get every class and part of it working the way I had planned to, but in the end, I am more than happy with the way it had turned out. I feel like I have a better grasp on the Python