Project: „Who is Notas Malus? “

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# First Stage

Sebi moch

# Second Stage

(Spoiler)

In the second Stage you will face Notas Malus in an epic boss fight.

## The Battle

The battle is made of rounds.

Each round the boss chooses a move and before each round you can choose a move.

Both the boss and you can damage each other, but you are the only one who can avoid damage with your move.

Executing a round of fighting: **“next\_fighting\_step.”**

## The Boss

The Boss decides to do a random move if he has none at the moment. Every Boss move starts with one windup and ends with one recovery. He can have more than one windup move, if he does a big attack. At the end of a windup there will be the actual attack, that does damage. After the attack, prepares his next move. Then he will pick a random move again and so on.

The attacks the boss can choose from: **stomp, normal Attack, big Attack**

## The Player Moves

Before every fighting round type: **“do\_move(move).”**

(You don’t have to if you are fine getting damaged)

The move will be played in the next round, so you can do this command as often as you wish – the only move that will be used is the latest one.

The player can hit the boss when he chooses the move **attack** or can dodge an attack with **roll, block,** or **jump**.

An **attack** will deal damage to the boss in the next round.

You can see the damage you do with **“damage\_per\_hit.”** – If you picked up a sword in stage one you will do a lot more damage than with your bare fists.

Each time you attack you have a chance to do a critical hit, that does more damage, than the normal attack.

If you want to avoid an attack you can do these moves:

**Roll** – good against normal attacks and big attacks

**Jump** – good against stomp attacks

**Block** – good against normal attacks

The player has 100hp and the boss 200hp and the fight ends if you or the boss are not alive anymore.

You can see the current hp with **“get\_player\_hp.”** and **“get\_enemy\_hp.”**

If you want to see all your moves again type: **“get\_all\_moves”.**

And if you forgot any of the moves you can do just type: **“get\_info.”**