



WANHAMMER



HOW IT WORK?

CHOOSE YOUR FIGHTER

CHEST TIME

Integration with a random.int in numbers value (1<4).

If var randomNumberChest is 1, then take a random Weapon, and update Object parameters: weapon(name,power and type)

Integration with Bool var specialFetichAction and a random.int in numbers value (in 1...6)

Compare to Object fighter's fetich number, and category (stock in Array) and call Fighter.specialattack method.

CHOOSE WHO RECEIVES

Thanks to Bool var (checkCategory), print a switch proposition with "care/attack" on "defender/attacker"

BONUS ZONE

FATAL ACTION
OR
DISASTER ACTION

Thanks to a Random.int in (1...20), if you're result is 1 or 19 : UNLUCKY OR LUCKY ACTION are chosen in an Array. Depend of a Bool Var checkCategory (care/attack)

WANHAMMER