PLANET / FIGHT SCREEN DEPICTION

OUT: “Arrived at planet {PLANET}”

OUT: “-- {Enemy1} Appears –”

OUT: {Enemies message}

OUT: “FIGHT BEGIN”

OUT: “Enemy Health: {health}

Player Health: {health}”

OUT: “Calculate the following equation:”

OUT: “Equation: NUM1 OPERATOR NUM2”

OUT: “Answer: {UserInput}

If answer is incorrect:

OUT: “Wrong Answer: Enemy Attacks. Player loses health”

If answer is correct:

OUT: “Correct Answer: Enemy loses health.”

Repeat fight scene until player or enemy is dead.

If player dies:

OUT: You have died! Restarting planet…

If enemy dies:

If enemy is boss:

OUT: Boss has been defeated, {Planet} has been saved!

Return to the Hubb

If enemy is a minion

OUT: Enemy has been defeated. {Enemy/Boss} appears

Repeat fight scene.