#Need help to change the value of the enemy\_hp text attribute.

#Test document

import pyglet

from pyglet.window import mouse

import random

#actual game

class game():

def \_\_init\_\_(self):

self.combat()

def combat(Self):

#This code creates the screen and makes it invisible

screen=pyglet.window.Window(visible=False,fullscreen=True)

#This line of code creates a text label written attack

attack\_text=pyglet.text.Label("ATTACK",

x=screen.width//3-300, y=screen.height//4,

font\_size=80)

recruit\_text=pyglet.text.Label("RECRUIT",

x=screen.width//3-330, y=screen.height//4-190,

font\_size=80)

item\_text=pyglet.text.Label("ITEM",

x=screen.width//3+350,y=screen.height//4,

font\_size=80)

run\_text=pyglet.text.Label("RUN",

x=screen.width//3+350,y=screen.height//4-190

,font\_size=80)

#This creates the characters sprites

character\_image=pyglet.resource.image("sprite\_alpha.png")

character=pyglet.sprite.Sprite(img=character\_image,

x=screen.width-500,y=screen.height/2+50)

#These proceeding lines of code generate the enemy that the user is going to fight

spawn=random.randrange(1,4)

if spawn==1:

#creates the enemy sprites

enemy\_image=pyglet.resource.image("enemy\_alpha.png")

enemy=pyglet.sprite.Sprite(img=enemy\_image,x=screen.width/4,y=screen.height/2+50)

#This line of code generates the enemys HP

enemy\_health=30

enemy\_hp=pyglet.text.Label(text="hp:"+str(enemy\_health),

x=screen.width/4,y=screen.height-50,

font\_size=40)

elif spawn==2:

enemy\_image=pyglet.resource.image("enemy\_alpha\_2.png")

enemy=pyglet.sprite.Sprite(img=enemy\_image,x=screen.width/4,y=screen.height/2+50)

enemy\_health=40

enemy\_hp=pyglet.text.Label(text="hp:"+str(enemy\_health),

x=screen.width/4,y=screen.height-50,

font\_size=40)

else:

enemy\_image=pyglet.resource.image("enemy\_alpha\_3.png")

enemy=pyglet.sprite.Sprite(img=enemy\_image,x=screen.width/4,y=screen.height/2+50)

enemy\_health=50

enemy\_hp=pyglet.text.Label(text="hp:"+str(enemy\_health),

x=screen.width/4,y=screen.height-50,

font\_size=40)

def attack(hit):

global enemy\_health

enemy\_health-=hit

enemy\_hp.text="hp"+str(enemy\_health)

return enemy\_hp

#These lines of code place the text onto the screen for the user to see

@screen.event

def on\_draw():

screen.clear()

attack\_text.draw()

recruit\_text.draw()

item\_text.draw()

run\_text.draw()

enemy.draw()

enemy\_hp.draw()

character.draw()

#This code draws a atraight line across the screen

pyglet.graphics.draw(2,pyglet.gl.GL\_LINES,(

"v2i",(2,screen.height//2-100,screen.width,

screen.height//2-100)))

pyglet.graphics.draw(2,pyglet.gl.GL\_LINES,(

"v2i",(2,screen.height//2-280,screen.width,

screen.height//2-280)))

pyglet.graphics.draw(2,pyglet.gl.GL\_LINES,(

"v2i",(screen.width//2,0,screen.width//2,screen.height)))

#These lines of code dea with specific keyboard inputs

#@screen.event

#def on\_key\_press(symbol,modifier):

# if symbol==key.ESCAPE:

# screen.set\_visible(False)

#these lines of code will handle the mouse inputs for the turn-based part of

#the program

#the relevant help was gained from

#https://pyglet.readthedocs.io/en/pyglet-1.2-maintenance/programming\_guide/mouse.html

@screen.event

def on\_mouse\_press(x,y,button,modifier):

if button==mouse.LEFT:

#attack

if x>=0 and y<=329:

if x<=762 and y<=329:

if x<=762 and y>=161:

if x>=0 and y>=161:

attack(10)

if x>=769 and y<=329:

if x<=1533 and y<=329:

if x<=1533 and y>=161:

if x>=769 and y>=161:

print ("ITEM")

#recruit

if x>=0 and y<=154:

if x<=762 and y<=154:

if x<= 762 and y>=6:

if x>=0 and y>=6:

print ("RECRUIT")

#run

if x>=769 and y<=154:

if x<=1533 and y<=154:

if x<=1533 and y>=6:

if x>=769 and y>=6:

screen.set\_visible(False)

#This line of code makes the screen visible to the user

screen.set\_visible(True)

#This allows the code to be exicuted and looped

pyglet.app.run()

#configuration

game()