Pseudo code for the tbc module

Create a class named Character:

\_\_init\_\_():

Set name to nothing

Set hitPoints to 100

Set hitChance to 10

Set maxDamage to 100

Set armor to 10

Method getName():

Return the character's name

Method setName(value):

Set the character's name to the given value

Method getHitPoints():

Return the current hit points of the character

Method setHitPoints(value):

If the provided value is a positive integer:

Set the character's hit points to that value

Else:

Print an error message and set hit points to 1

Method getHitChance():

Return the chance of hitting the enemy

Method setHitChance(value):

If the provided value is a positive integer:

Set the character's hit chance to that value

Else:

Print an error message and set hit chance to 1

Method getMaxDamage():

Return the maximum damage the character can inflict

Method setMaxDamage(value):

If the provided value is a positive integer:

Set the character's maximum damage to that value

Else:

Print an error message and set max damage to 1

Method getArmor():

Return the armor value of the character

Method setArmor(value):

If the provided value is a positive integer:

Set the character's armor value to that value

Else:

Print an error message and set armor to 1

Method printStats():

Print the character's stats, including name, hit points, hit chance, max damage, and armor

Method fight(enemy):

If the character's hit chance is greater than a random number between 1 and 100:

Generate a random damage value between 1 and the character's max damage

Subtract the enemy's armor from the damage

If the resulting damage is less than 0:

Set damage to 0

Subtract the damage from the enemy's hit points

If the enemy's armor is greater than 0:

Print a message indicating the damage inflicted and the absorption by enemy's armor

Else:

Print a message indicating the damage inflicted on the enemy

Method gameEnder():

If the character's hit points are less than or equal to 0:

Set keepGoing to False

Return the value of keepGoing

Pseudo code for the combat system

Import the module tbc

Define main:

Initialize keepGoing and set it to True

Create a character named hero

Set hero's name attribute to "Hero"

Set hero's hitPoints attribute to 10

Set hero's hitChance attribute to 50

Set hero's maxDamage attribute to 5

Set hero's armor attribute to 2

Create a character named monster

Set monster's name attribute to "Monster"

Set monster's hitPoints attribute to 100

Set monster's hitChance attribute to 25

Set monster's maxDamage attribute to 5

Set monster's armor attribute to 0

While keepGoing:

Print the stats of the hero

Print the stats of the monster

Set health equal to the fight between the hero and the monster

Set health1 equal to the fight between monster and hero

If either health or health1 is less than or equal to 0:

Set keepGoing to False

Wait for user input to continue

Run main