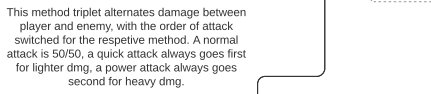
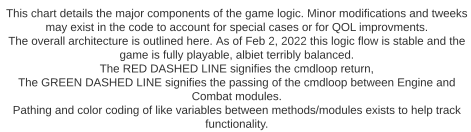


● Courtney Robb | February 5, 2022



```
damage(user, target, power)
```

```
declare dmg = round : (((2 * user.level) / 5 + 2) * (power *
(user.attack / target.defense)) / 50 + 2) * random crit * random
variance
```

```
graph TD; A[declare hit = random integer between 0 and 100] --> B[if hit < 10 then
```

```
graph TD
    A[if hit greater than 10] --> B{ }
    B -- Yes --> C[target.health -= dmg]
    B -- ELSE --> D[ ]
```

```

else dmg = 0

```