

# PHP Role Play Game

## PHP Role Play Game

The challenge is to develop a game. The game consists of the following:

Each round has 2 players, each player has a finite number of life points. Depending on the player type chosen, attributes will change. e.g (Soldiers, Archers, Knights, etc.)

The players can wield different weapons. Each weapon has a different attack stat. (No weapon, Sword, Bow, Longbow, Axe, etc.)

Each player has an armor type with different defense stat that can prevent or absorb attacks (No Armor, Armor, Bronze, Gold Armor, Metal Armor, etc.)

Think of different stats that each player type can have. e.g (Dodge, Magic, Strength, etc.) These attributes can behave as modifiers to the existing stats.

### *How the game works:*

- The Player 1 attacks meanwhile The Player 2 defends.
- The Player 2 attacks meanwhile The Player 1 defends.
- In each attack, the attacker and the opponent can lose hit points or gain hit points depending of the conditions described before.
- The game ends when a player have zero hit points.
- The results of these fights must be seen on the screen (e.g. Attacks done each opponent and hit points lost/gained).

### *Required features:*

- This game must be developed on PHP (**No Frameworks allowed**) .
- For the environment setup is allowed to use bundle stacks like: Wamp, Mamp, Xamp, Lamp, etc.  
If you want to setup your local environment, feel free to contact AM Interns (Eduardo Galeano, Jhonatan Guzman).
- Use clean code and refactor.
- Git (branches and tags).

### *Optional features: ( Mandatory for AM Interns )*

- The ability to create a character with a type and attributes with a finite number of attribute points
- Use composer for self-loading and psr-4
- Use components such as Faker, Monolog or others
- Deploy to a server (Help with your DevOps intern colleagues, or on your own if you feel up to it)
- For the GUI it is allowed to use HTML, Bootstrap, etc.

### *Deliverables:*

- UML Diagram
- GIT Repository (URL)
- Running Application
- This Challenge can be developed on groups (2 interns per group)
- For AM Interns it is individual.