Proyecto: Dungeon Crawler

Versión 1.0

Dual TIC Tarrgona – Diputació de Tarragona

Reus 7 – Febrero-2018

Índice

Nombre del proyecto

Dungeon Crawler
Versión 1.0

Participantes

Programadores

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Descripción del proyecto

Juego que permite escoger un héroe que luchará contra diferentes monstruos consecutivamente hasta que los mate y gane, o hasta que alguno de los monstruos lo mate y pierda.

Los héroes y los monstruos están almacenados en dos ficheros de texto secuenciales que se usarán para poder escoger el héroe que luchará contra los diferentes monstruos y ambos tienen los mismos campos.

El juego permitirá escoger el héroe, modificar sus características y mostrarlas.

El menú debe contener las opciones:
1. Seleccionar héroe
2. Modificar héroe
3. A la batalla!

Detalle del programa

Archivos que lo componen

```
Dungeon-Crawler\
        → DUNGCRWL.cbl          Código fuente
        bin\
                → DUNGCRWL.exe          Ejecutable
                → HEROES.txt            Registros de héroes
                → DUNGEON.txt           Registros de monstruos
```

Github

https://github.com/Zafiro93/Dungeon-Crawler

Código fuente

```
 IDENTIFICATION DIVISION.
 PROGRAM-ID. DUNGCRWL.
 ****************************************************************
 * JUEGO: DUNGEON CRAWLER                                      *
 ****************************************************************
 ENVIRONMENT DIVISION.
 INPUT-OUTPUT SECTION.
 FILE-CONTROL.
     SELECT HEROES-FILE ASSIGN TO "HEROES.TXT"
       FILE STATUS IS WS-HEROES-FS
       ORGANIZATION IS LINE SEQUENTIAL.
     SELECT MONSTERS-FILE ASSIGN TO "DUNGEON.TXT"
       FILE STATUS IS WS-MONSTERS-FS
       ORGANIZATION IS LINE SEQUENTIAL.
 DATA DIVISION.
 FILE SECTION.
 FD HEROES-FILE.
 01 HEROES-REG.
     05 HEROES-R-ID            PIC 9(02) VALUE ZERO.
     05 HEROES-R-STRENGTH      PIC 9(02) VALUE ZERO.
     05 HEROES-R-AGILITY       PIC 9(02) VALUE ZERO.
     05 HEROES-R-LEVEL         PIC 9(02) VALUE ZERO.
     05 HEROES-R-HP            PIC 9(02) VALUE ZERO.
     05 HEROES-R-PROFESSION    PIC 9(02) VALUE ZERO.
 FD MONSTERS-FILE.
 01 MONSTERS-REG.
     05 MONSTER-R-ID           PIC 9(02) VALUE ZERO.
     05 MONSTER-R-STRENGTH     PIC 9(02) VALUE ZERO.
     05 MONSTER-R-AGILITY      PIC 9(02) VALUE ZERO.
     05 MONSTER-R-LEVEL        PIC 9(02) VALUE ZERO.
     05 MONSTER-R-HP           PIC 9(02) VALUE ZERO.
     05 MONSTER-R-PROFESSION   PIC 9(02) VALUE ZERO.
 WORKING-STORAGE SECTION.
 01 WS-CONSTANTS.
     05 WS-GAME-NAME           PIC X(15)
                                 VALUE "Dungeon Crawler".
     05 WS-MAX-HEROES          PIC 9(02) VALUE 7.
     05 WS-MAX-MONSTERS        PIC 9(02) VALUE 10.
 01 WS-HEROES-FILE.
     05 WS-HEROES-FS         PIC X(02) VALUE ZEROES.
        88 WS-H-FS-OK         VALUE "00".
        88 WS-H-FS-EOF        VALUE HIGH-VALUE.
     05 WS-HERO-PROFESSION   PIC X(02) VALUE SPACES.
        88 WS-H-P-GUERRERO    VALUE "34".
        88 WS-H-P-ARQUERO     VALUE "44".
        88 WS-H-P-MAGO        VALUE "45".
     05 WS-HEROES-REG.
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          10 WS-H-R-LENGTH    PIC 9(01) VALUE ZERO.
          10 WS-H-R-INDEX     PIC 9(01) VALUE ZERO.
          10 WS-H-R-CURRENT   PIC 9(01) VALUE ZERO.
* WS-HEROES-R OCCURS **WS-MAX-HEROES** TIMES
          10 WS-HEROES-R OCCURS 7 TIMES.
              15 WS-H-R-ID              PIC 9(02) VALUE ZERO.
              15 WS-H-R-STRENGTH        PIC 9(02) VALUE ZERO.
              15 WS-H-R-AGILITY         PIC 9(02) VALUE ZERO.
              15 WS-H-R-LEVEL           PIC 9(02) VALUE ZERO.
              15 WS-H-R-HP              PIC S9(02) VALUE ZERO.
              15 WS-H-R-PROFESSION      PIC 9(02) VALUE ZERO.
 01 WS-MONSTERS-FILE.
     05 WS-MONSTERS-FS      PIC X(02) VALUE ZEROES.
         88 WS-M-FS-OK        VALUE "00".
         88 WS-M-FS-EOF       VALUE HIGH-VALUE.
     05 WS-MONSTERS-REG.
          10 WS-M-R-LENGTH    PIC 9(01) VALUE ZERO.
          10 WS-M-R-INDEX     PIC 9(01) VALUE ZERO.
          10 WS-M-R-CURRENT   PIC 9(01) VALUE ZERO.
* WS-MONSTERS-R OCCURS **WS-MAX-MONSTERS** TIMES
          10 WS-MONSTERS-R OCCURS 10 TIMES.
              15 WS-M-R-ID              PIC 9(02) VALUE ZERO.
              15 WS-M-R-STRENGTH        PIC 9(02) VALUE ZERO.
              15 WS-M-R-AGILITY         PIC 9(02) VALUE ZERO.
              15 WS-M-R-LEVEL           PIC 9(02) VALUE ZERO.
              15 WS-M-R-HP              PIC S9(02) VALUE ZERO.
              15 WS-M-R-PROFESSION      PIC 9(02) VALUE ZERO.
 01 WS-VALID-OPTION  PIC X(28)   VALUES ALL SPACES.
     88 WS-RESET-VALID-OPTION    VALUE ALL SPACES.
     88 WS-INVALID-OPTION
       VALUE "[Escoge una opcion correcta]".
 01 WS-MAIN-MENU.
     05 WS-MM-OPTION              PIC X(01) VALUE SPACE.
         88 WS-MM-OP-EXIT           VALUE "0".
         88 WS-MM-OP-SELECT         VALUE "1".
         88 WS-MM-OP-MODIFY         VALUE "2".
         88 WS-MM-OP-PLAY           VALUE "3".
     05 WS-MM.
         10 FILLER               PIC X(15)
                                   VALUE "MENU PRINCIPAL".
         10 WS-MM-ERROR     PIC X(28) VALUE ALL SPACES.
         10 FILLER          PIC X(01) VALUE X"0A".
         10 FILLER          PIC X(14) VALUE ALL "-".
         10 FILLER          PIC X(01) VALUE X"0A".
         10 FILLER          PIC X(20)
            VALUE "1- Seleccionar heroe".
         10 FILLER          PIC X(01) VALUE X"0A".
         10 FILLER          PIC X(18) VALUE "2- Modificar heroe".
         10 FILLER          PIC X(01) VALUE X"0A".
         10 FILLER          PIC X(16) VALUE "3- A la batalla!".
         10 FILLER          PIC X(01) VALUE X"0A".
         10 FILLER          PIC X(01) VALUE X"0A".
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                  10 FILLER          PIC X(09) VALUE "0- Salir.".
01 WS-HEROES-MENU.
   05 WS-H-OPTION           PIC X(01) VALUE SPACE.
      88 WS-H-OP-CONTINUE     VALUE SPACE.
      88 WS-H-OP-EXIT         VALUE "0".
   05 WS-HEROES-MENU-TITLE.
      10 WS-HM-HEADING    PIC X(18)
        VALUE "LISTADO DE HEROES ".
      10 WS-HM-ERROR      PIC X(28) VALUE ALL SPACES.
      10 FILLER           PIC X(01) VALUE X"0A".
      10 FILLER           PIC X(17) VALUE ALL "-".
      10 FILLER           PIC X(01) VALUE X"0A".
      10 FILLER           PIC X(01) VALUE X"0A".
      10 FILLER           PIC X(52)
     VALUE "     ID  Fuerza  Agilidad  Nivel  P. Vida  Profesion".
      10 FILLER           PIC X(01) VALUE X"0A".
      10 FILLER           PIC X(52)
     VALUE "      --  ------  --------  -----  -------  ---------".
   05 WS-HEROES-MENU-CONTENT.
      10 WS-HMC-SELECTED  PIC X(01) VALUE SPACE.
      10 FILLER           PIC X(01) VALUE SPACE.
      10 WS-HMC-INDEX     PIC 9(01).
      10 FILLER           PIC X(02) VALUE "- ".
      10 WS-HMC-ID        PIC 9(02) .
      10 FILLER           PIC X(04) VALUE SPACES.
      10 WS-HMC-STRENGTH  PIC 9(02).
      10 FILLER           PIC X(07) VALUE SPACES.
      10 WS-HMC-AGILITY   PIC 9(02).
      10 FILLER           PIC X(06) VALUE SPACES.
      10 WS-HMC-LEVEL     PIC 9(02).
      10 FILLER           PIC X(06) VALUE SPACES.
      10 WS-HMC-HP        PIC 9(02).
      10 FILLER           PIC X(06) VALUE SPACES.
      10 WS-HMC-PROFESSION   PIC X(08).
   05 WS-HEROES-MENU-FOOTER.
      10 FILLER           PIC X(01) VALUE X"0A".
      10 FILLER           PIC X(09) VALUE "0- Salir".
      10 FILLER           PIC X(01) VALUE X"0A".
      10 FILLER           PIC X(21)
        VALUE "Escoge un heroe (1 - ".
      10 WS-HMF-LENGTH    PIC 9(01).
      10 FILLER           PIC X(02) VALUE "):".
01 WS-MOD-HEROES-MENU.
   05 WS-MHM-OPTION           PIC X(01) VALUE SPACE.
      88 WS-MHM-OP-CONTINUE     VALUE SPACE.
      88 WS-MHM-OP-EXIT         VALUE "0".
      88 WS-MHM-OP-STRENGTH     VALUE "1".
      88 WS-MHM-OP-AGILITY      VALUE "2".
      88 WS-MHM-OP-LEVEL        VALUE "3".
      88 WS-MHM-OP-HP           VALUE "4".
   05 WS-MHM-TITLE.
      10 FILLER              PIC X(17)
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                                    VALUE "MODIFICAR HEROE: ".
        10 WS-MHM-ERROR           PIC X(28) VALUE ALL SPACES.
        10 FILLER                 PIC X(01) VALUE X"0A".
        10 FILLER                 PIC X(17) VALUE ALL "-".
    05 WS-MHM-CONTENT.
        10 FILLER                 PIC X(11) VALUE "1- Fuerza: ".
        10 WS-MHM-C-STRENGTH      PIC 9(02) VALUE ZEROES.
        10 FILLER                 PIC X(01) VALUE X"0A".
        10 FILLER                 PIC X(13) VALUE "2- Agilidad: ".
        10 WS-MHM-C-AGILITY       PIC 9(02) VALUE ZEROES.
        10 FILLER                 PIC X(01) VALUE X"0A".
        10 FILLER                 PIC X(10) VALUE "3- Nivel: ".
        10 WS-MHM-C-LEVEL         PIC 9(02) VALUE ZEROES.
        10 FILLER                 PIC X(01) VALUE X"0A".
        10 FILLER                 PIC X(16)
                                    VALUE "4- Puntos Vida: ".
        10 WS-MHM-C-HP            PIC 9(02) VALUE ZEROES.
    05 WS-MHM-FOOTER.
        10 FILLER                 PIC X(01) VALUE X"0A".
        10 FILLER                 PIC X(09) VALUE "0- Salir".
        10 FILLER                 PIC X(01) VALUE X"0A".
        10 FILLER                 PIC X(01) VALUE X"0A".
        10 FILLER                 PIC X(21)
                                    VALUE "Escoge una opcion: ".
*****************************************************************
 PROCEDURE DIVISION.
 MAIN-PROCEDURE.
     PERFORM INIT--WS-HEROES-R--CONTENT
     IF WS-M-FS-OK THEN
         PERFORM INIT--WS-MONSTERS-R--CONTENT
         IF WS-M-FS-OK THEN
             PERFORM DISPLAY-MAIN-MENU UNTIL WS-MM-OP-EXIT
         END-IF
     END-IF

     GO TO STOP-RUN.
*****************************************************************
 DISPLAY-MONSTERS.
     DISPLAY WS-M-R-LENGTH" MONSTERS AVAILABLE:"
     DISPLAY "--------"
     PERFORM VARYING WS-M-R-INDEX FROM 1 BY 1
         UNTIL WS-M-R-INDEX > WS-M-R-LENGTH
         IF WS-M-R-INDEX = WS-M-R-CURRENT THEN
             DISPLAY "* " NO ADVANCING
         ELSE
             DISPLAY "  " NO ADVANCING
         END-IF
         DISPLAY WS-MONSTERS-R(WS-M-R-INDEX)
     END-PERFORM
     DISPLAY "--------".


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    * == [DISPLAY-MAIN-MENU] ==================================BEGIN=
      DISPLAY-MAIN-MENU.
          PERFORM SET-MAIN-MENU-ERROR
          DISPLAY WS-MM.

          SET WS-RESET-VALID-OPTION TO TRUE
          ACCEPT WS-MM-OPTION.

          EVALUATE TRUE
          WHEN WS-MM-OP-SELECT
              PERFORM DISPLAY-SELECT-HERO
          WHEN WS-MM-OP-MODIFY
              PERFORM DISPLAY-MODIFY-HERO
          WHEN WS-MM-OP-PLAY
              IF WS-M-R-LENGTH > 0 THEN
                  PERFORM PLAY
              END-IF
          WHEN WS-MM-OP-EXIT
              PERFORM EXIT-GAME
          WHEN OTHER
              SET WS-INVALID-OPTION TO TRUE
          END-EVALUATE.
    ******************************************************************
     SET-MAIN-MENU-ERROR.
         MOVE WS-VALID-OPTION TO WS-MM-ERROR.
    ******************************************************************
     DISPLAY-SELECT-HERO.
         SET WS-RESET-VALID-OPTION TO TRUE.
         PERFORM DISPLAY-HEROES-MENU UNTIL WS-H-OP-EXIT OR
           (1 <= WS-H-OPTION AND WS-H-OPTION <= WS-H-R-LENGTH)
         IF NOT WS-H-OP-EXIT THEN
             MOVE WS-H-OPTION TO WS-H-R-CURRENT
         END-IF
         SET WS-H-OP-CONTINUE TO TRUE.
         SET WS-RESET-VALID-OPTION TO TRUE.
    ******************************************************************
     DISPLAY--WS-HEROES-R.
         IF WS-H-R-INDEX = WS-H-R-CURRENT THEN
             MOVE "*" TO WS-HMC-SELECTED
         ELSE
             MOVE SPACE TO WS-HMC-SELECTED
         END-IF

         MOVE WS-H-R-INDEX TO WS-HMC-INDEX
         MOVE WS-H-R-ID(WS-H-R-INDEX) TO WS-HMC-ID
         MOVE WS-H-R-STRENGTH(WS-H-R-INDEX) TO WS-HMC-STRENGTH
         MOVE WS-H-R-AGILITY(WS-H-R-INDEX) TO WS-HMC-AGILITY
         MOVE WS-H-R-LEVEL(WS-H-R-INDEX) TO WS-HMC-LEVEL
         IF WS-H-R-HP(WS-H-R-INDEX) > 0 THEN
             MOVE WS-H-R-HP(WS-H-R-INDEX) TO WS-HMC-HP
         ELSE
             MOVE 0 TO WS-HMC-HP
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          END-IF
          MOVE WS-H-R-PROFESSION(WS-H-R-INDEX)
            TO WS-HERO-PROFESSION

          EVALUATE TRUE
          WHEN WS-H-P-GUERRERO
              MOVE "GUERRERO" TO WS-HMC-PROFESSION
          WHEN WS-H-P-ARQUERO
              MOVE "ARQUERO " TO WS-HMC-PROFESSION
          WHEN WS-H-P-MAGO
              MOVE "  MAGO  " TO WS-HMC-PROFESSION
          END-EVALUATE

          DISPLAY WS-HEROES-MENU-CONTENT.
     *****************************************************************
      DISPLAY-HEROES-MENU.
          PERFORM SET-LIST-HEROES-MENU-TO-ERROR.
          PERFORM DISPLAY-HEROES-MENU-TITLE.
          PERFORM DISPLAY-HEROES-MENU-CONTENT.
          PERFORM DISPLAY-HEROES-MENU-FOOTER.
          ACCEPT WS-H-OPTION.

          IF NOT (1 <= WS-H-OPTION AND WS-H-OPTION <= WS-H-R-LENGTH)
            THEN
              SET WS-INVALID-OPTION TO TRUE
          ELSE
              SET WS-RESET-VALID-OPTION TO TRUE
          END-IF.
     *****************************************************************
      DISPLAY-HEROES-MENU-TITLE.
          DISPLAY WS-HEROES-MENU-TITLE.
     *****************************************************************
      DISPLAY-HEROES-MENU-CONTENT.
          PERFORM DISPLAY--WS-HEROES-R VARYING WS-H-R-INDEX
            FROM 1 BY 1 UNTIL WS-H-R-INDEX > WS-H-R-LENGTH.
     *****************************************************************
      DISPLAY-HEROES-MENU-FOOTER.
          MOVE WS-H-R-LENGTH TO WS-HMF-LENGTH.
          DISPLAY WS-HEROES-MENU-FOOTER.
     *****************************************************************
      SET-LIST-HEROES-MENU-TO-ERROR.
          MOVE WS-VALID-OPTION TO WS-HM-ERROR.
     *****************************************************************
      DISPLAY-MODIFY-HERO.
          SET WS-MHM-OP-CONTINUE TO TRUE
          SET WS-RESET-VALID-OPTION TO TRUE
          IF WS-H-R-CURRENT > 0 THEN
              PERFORM DISPLAY-MOD-HEROES-MENU UNTIL WS-MHM-OP-EXIT
          ELSE
              DISPLAY "["WS-GAME-NAME"] "
                "Primero debes seleccionar un heroe!"
          END-IF
```

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              SET WS-RESET-VALID-OPTION TO TRUE.
     ****************************************************************
       PLAY.
           IF WS-H-R-CURRENT > 0 THEN
               IF WS-M-R-LENGTH > 0 THEN
                   DISPLAY "["WS-GAME-NAME"] A LA BATALLA!"
                   MOVE 1 TO WS-M-R-CURRENT
                   PERFORM UNTIL
                     NOT (WS-H-R-HP(WS-H-R-CURRENT) > 0
                     AND WS-M-R-CURRENT <= WS-M-R-LENGTH)
                       PERFORM FIGHT-MONSTER
                       ADD 1 TO WS-M-R-CURRENT
                   END-PERFORM
                   IF WS-H-R-HP(WS-H-R-CURRENT) > 0 THEN
                       DISPLAY "["WS-GAME-NAME"] Has Ganado!!"
                   ELSE
                       DISPLAY "["WS-GAME-NAME"] Has Perdido :("
                   END-IF
               ELSE
                   DISPLAY "["WS-GAME-NAME"] "
                   "No quedan mas monstruos contra los que luchar"
               END-IF
           ELSE
               DISPLAY "["WS-GAME-NAME"] "
                 "Debes de seleccionar un heroe primero!"
           END-IF.
     ****************************************************************
       FIGHT-MONSTER.
           PERFORM UNTIL WS-H-R-HP(WS-H-R-CURRENT) < 0
             OR WS-M-R-HP(WS-M-R-CURRENT) < 0
               PERFORM DISPLAY-MONSTERS
               DISPLAY "WS-H-R-HP("WS-H-R-CURRENT"): "
                 WS-H-R-HP(WS-H-R-CURRENT)
               DISPLAY "WS-M-R-HP("WS-M-R-CURRENT"): "
                 WS-M-R-HP(WS-M-R-CURRENT)
               DISPLAY  "["WS-GAME-NAME"] "
                   "LUCHAS CONTRA EL MONSTRUO CON ID: ** "
                   WS-M-R-PROFESSION(WS-M-R-CURRENT)" ** "
                   " CON FUERZA: "WS-M-R-STRENGTH(WS-M-R-CURRENT)
               DISPLAY "TIENES HP: "WS-H-R-HP(WS-H-R-CURRENT)
                   " CON FUERZA: "
                   WS-H-R-STRENGTH(WS-H-R-CURRENT)

               IF WS-H-R-STRENGTH(WS-H-R-CURRENT)
                   > WS-M-R-STRENGTH(WS-M-R-CURRENT) THEN
                   COMPUTE WS-M-R-HP(WS-M-R-CURRENT) =
                       WS-M-R-HP(WS-M-R-CURRENT)
                       - WS-H-R-STRENGTH(WS-H-R-CURRENT)
                   DISPLAY "HAS HERIDO AL MONSTRUO, TIENE HP: "
                       WS-M-R-HP(WS-M-R-CURRENT)
               ELSE
                   COMPUTE WS-H-R-HP(WS-H-R-CURRENT) =
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                WS-H-R-HP(WS-H-R-CURRENT)
                  - WS-M-R-STRENGTH(WS-M-R-CURRENT)
              DISPLAY "TE HA HERIDO EL MONSTRUO, TIENES HP: "
                  WS-H-R-HP(WS-H-R-CURRENT)
          END-IF
      END-PERFORM.
 *********************************************************************
   EXIT-GAME.
      DISPLAY "SALIR - [GUARDAR CAMBIOS]".
 * == [DISPLAY-MAIN-MENU] ==================================END=

 *********************************************************************
 * == [INIT--WS-HEROES-R--CONTENT] =========================BEGIN=
  INIT--WS-HEROES-R--CONTENT.
      OPEN INPUT HEROES-FILE.
      IF NOT WS-H-FS-OK THEN
          PERFORM ERROR-OPENING-HEROES
      ELSE
          PERFORM SET--WS-HEROES-R--CONTENT
          CLOSE HEROES-FILE
      END-IF.
 *********************************************************************
  SET--WS-HEROES-R--CONTENT.
      MOVE 0 TO WS-H-R-LENGTH.
      PERFORM READ-FILE-HEROES VARYING WS-H-R-INDEX FROM 1 BY 1
        UNTIL WS-H-FS-EOF OR WS-H-R-INDEX > WS-MAX-HEROES.
 *********************************************************************
  READ-FILE-HEROES.
      READ HEROES-FILE INTO WS-HEROES-R(WS-H-R-INDEX)
      AT END
          SET WS-H-FS-EOF TO TRUE
      NOT AT END
          ADD 1 TO WS-H-R-LENGTH
      END-READ.
 *********************************************************************
  ERROR-OPENING-HEROES.
      DISPLAY "["WS-GAME-NAME"] Fichero HEROES no disponible.".
 * == [INIT--WS-HEROES-R--CONTENT] ===========================END=

 *********************************************************************
 * == [INIT--WS-MONSTERS-R--CONTENT] =======================BEGIN=
  INIT--WS-MONSTERS-R--CONTENT.
      OPEN INPUT MONSTERS-FILE.
      IF NOT WS-M-FS-OK THEN
          PERFORM ERROR-OPENING-MONSTERS
      ELSE
          PERFORM SET--WS-MONSTERS-R--CONTENT
          CLOSE MONSTERS-FILE
      END-IF.
 *********************************************************************
  SET--WS-MONSTERS-R--CONTENT.
      MOVE 0 TO WS-M-R-LENGTH.
```

```
         PERFORM READ-FILE-MONSTERS VARYING WS-M-R-INDEX FROM 1 BY 1
            UNTIL WS-M-FS-EOF OR WS-M-R-INDEX > WS-MAX-MONSTERS.
 *****************************************************************
  READ-FILE-MONSTERS.
      READ MONSTERS-FILE INTO WS-MONSTERS-R(WS-M-R-INDEX)
      AT END
          SET WS-M-FS-EOF TO TRUE
      NOT AT END
          ADD 1 TO WS-M-R-LENGTH
      END-READ.
 *****************************************************************
  ERROR-OPENING-MONSTERS.
      DISPLAY "["WS-GAME-NAME"] Fichero MONSTERS no disponible.".
 * == [INIT--WS-MONSTERS-R--CONTENT] =========================END=


 *****************************************************************
  DISPLAY-MOD-HEROES-MENU.
      MOVE WS-H-R-STRENGTH((WS-H-R-CURRENT)) TO WS-MHM-C-STRENGTH.
      MOVE WS-H-R-AGILITY(WS-H-R-CURRENT) TO WS-MHM-C-AGILITY.
      MOVE WS-H-R-LEVEL(WS-H-R-CURRENT) TO WS-MHM-C-LEVEL.
      IF WS-H-R-HP(WS-H-R-CURRENT) < 0 THEN
          MOVE 0 TO WS-MHM-C-HP
      ELSE
          MOVE WS-H-R-HP(WS-H-R-CURRENT) TO WS-MHM-C-HP
      END-IF.

      PERFORM SET-MENU-ERROR.
      DISPLAY WS-MHM-TITLE.
      DISPLAY WS-MHM-CONTENT.
      DISPLAY WS-MHM-FOOTER.

      SET WS-RESET-VALID-OPTION TO TRUE
      ACCEPT WS-MHM-OPTION.

      EVALUATE TRUE
          WHEN WS-MHM-OP-STRENGTH
              DISPLAY "["WS-GAME-NAME"] "
                "Selecciona el nuevo valor de Fuerza: "
              DISPLAY "- Valor antiguo: "WS-MHM-C-STRENGTH
              DISPLAY "- Nuevo valor: "
              ACCEPT WS-H-R-STRENGTH(WS-H-R-CURRENT)

          WHEN WS-MHM-OP-AGILITY
              DISPLAY "["WS-GAME-NAME"] "
                "Selecciona el nuevo valor de Agilidad: "
              DISPLAY "- Valor antiguo: "WS-MHM-C-AGILITY
              DISPLAY "- Nuevo valor: "
              ACCEPT WS-H-R-AGILITY(WS-H-R-CURRENT)
          WHEN WS-MHM-OP-LEVEL
              DISPLAY "["WS-GAME-NAME"] "
                "Selecciona el nuevo valor de Nivel: "
              DISPLAY "- Valor antiguo: "WS-MHM-C-LEVEL
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                    DISPLAY "- Nuevo valor: "
                    ACCEPT WS-H-R-LEVEL(WS-H-R-CURRENT)
                WHEN WS-MHM-OP-HP
                    DISPLAY "["WS-GAME-NAME"] "
                       "Selecciona el nuevo valor de Vida: "
                    DISPLAY "- Valor antiguo: "WS-MHM-C-HP
                    DISPLAY "- Nuevo valor: "
                    ACCEPT WS-H-R-HP(WS-H-R-CURRENT)
                WHEN OTHER
                    SET WS-INVALID-OPTION TO TRUE
            END-EVALUATE.
 ****************************************************************
  SET-MENU-ERROR.
        MOVE WS-VALID-OPTION TO WS-MHM-ERROR.
 ****************************************************************
  STOP-RUN.
        STOP RUN.
  END PROGRAM DUNGCRWL.
```