

# **Proyecto: Dungeon Crawler**

## **Versión 1.0**

Dual TIC Tarragona – Diputació de Tarragona

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## **Nombre del proyecto**

Dungeon Crawler  
Versión 1.0

## **Participantes**

## **Programadores**

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## **Dictador benevolente**

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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\ → DUNGCRAWL.cbl bin\ → DUNGCRAWL.exe → HEROES.txt → DUNGEON.txt	Código fuente  Ejecutable Registros de héroes Registros de monstruos
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### Github

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

## Código fuente

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IDENTIFICATION DIVISION.
PROGRAM-ID. DUNGCRAWL.
*****
* 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
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 "-----".
*****

```

\* == [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

```

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.
  IF WS-H-R-CURRENT > 0 THEN
    SET WS-MHM-OP-CONTINUE TO TRUE
    SET WS-RESET-VALID-OPTION TO TRUE
    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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```

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.

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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) =
        WS-H-R-HP(WS-H-R-CURRENT)

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- 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
      DISPLAY "- Nuevo valor: "
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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.
```