Basic ish fight module just for a goblin for now – Joyel (not complete)

#include <iostream>

#include <cstdlib>

using namespace std;

void goblinBattle();

int showEnemyHp(int enemyhp, int attack);

int showHp(int hp, int enemyattack);

int main()

{

int battle;

cout << "\nYou see a goblin in the distance. Attack goblin?\n Yes = 1\n No = 2\n";

cin >> battle;

if(battle==1)

{

goblinBattle();

}

else if(battle==2)

{

cout << "You chose to not attack the goblin.\n";

}

else

{

cout << "That is not a valid choice.\n\n";

return main();

}

system("pause");

}

void goblinBattle()

{

int hp = 25, enemyhp = 15, attack = 5, enemyattack = 5;

int hitGoblin;

do

{

cout << "\nHit goblin?\n Yes = 1\n No = 2\n";

cin >> hitGoblin;

if (hitGoblin == 1)

{

enemyhp = showEnemyHp(enemyhp, attack);

hp = showHp(hp, enemyattack);

cout << "\nYou hit the goblin.\n";

cout << "The goblin now has " << enemyhp << "HP left.\n\n";

if(enemyhp <= 0)

{

cout << "You won!\n";

}

else if(enemyhp > 0)

{

cout << "The goblin hit you back.\n";

cout << "You now have " << hp << "HP left.\n\n";

}

}

else if(hitGoblin == 2)

{

cout << "You chose not to hit the goblin so he hit you instead\n";

cout << "You now have " << showHp(hp, enemyattack) << "HP left.\n\n";

}

else

{

cout << "That is not a valid choice.\n\n";

return goblinBattle();

}

}while(hp > 0 && enemyhp > 0);

}

int showEnemyHp(int enemyhp, int attack)

{

enemyhp = enemyhp - attack;

return enemyhp;

}

int showHp(int hp, int enemyattack)

{

hp = hp - enemyattack;

return hp;

}