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Purpose: Text based simplified DnD  
game, with character creation and dice  
rolling choice based combat.

System libraries  
#include <iostream>  
#include <fstream>  
#include <iomanip>  
#include <string>  
#include <cstdlib>  
#include <ctime>  
#include <cmath>  
using namespace std;

User Libraries  
none

Global Constants  
none

Function prototypes  
none

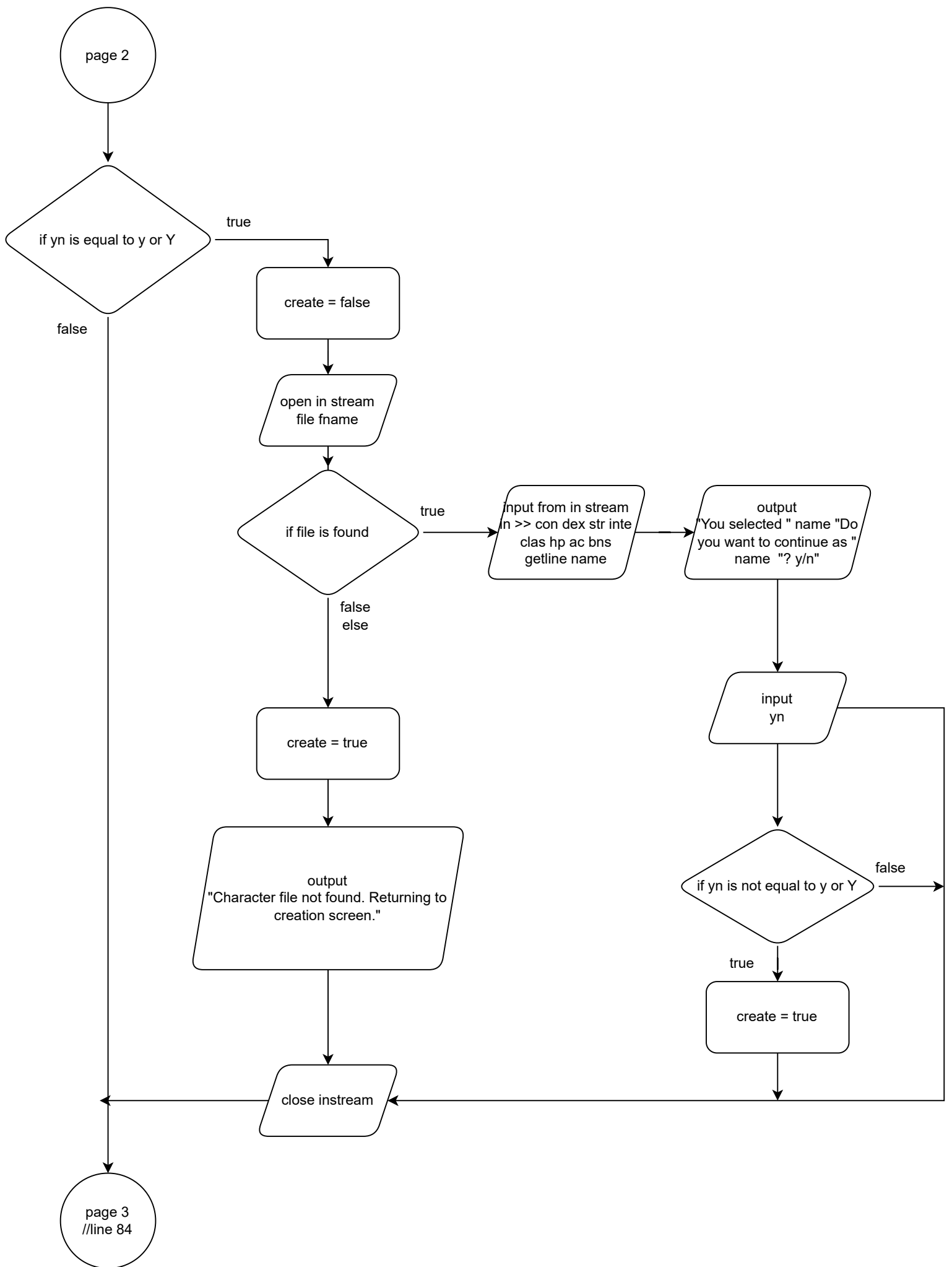
main

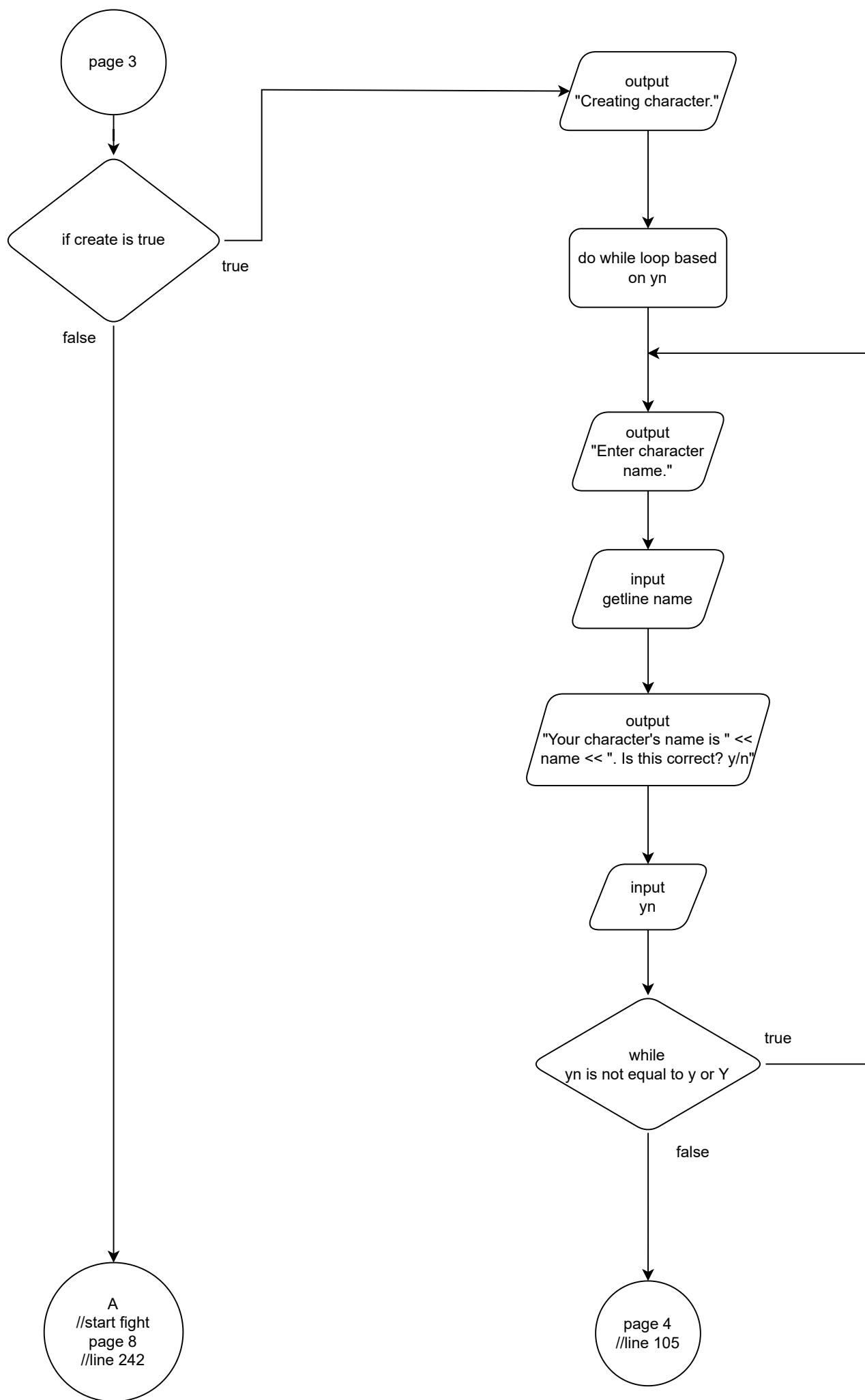
declare variables  
char yn  
string fname  
declare streams  
ifstream in  
ofstream out  
declare variables  
bool create = true  
int con = 0,  
dex = 0,  
str = 0,  
inte = 0,  
hp = 0,  
ac = 10,  
bns = 0;  
char clas = 0;  
string name;

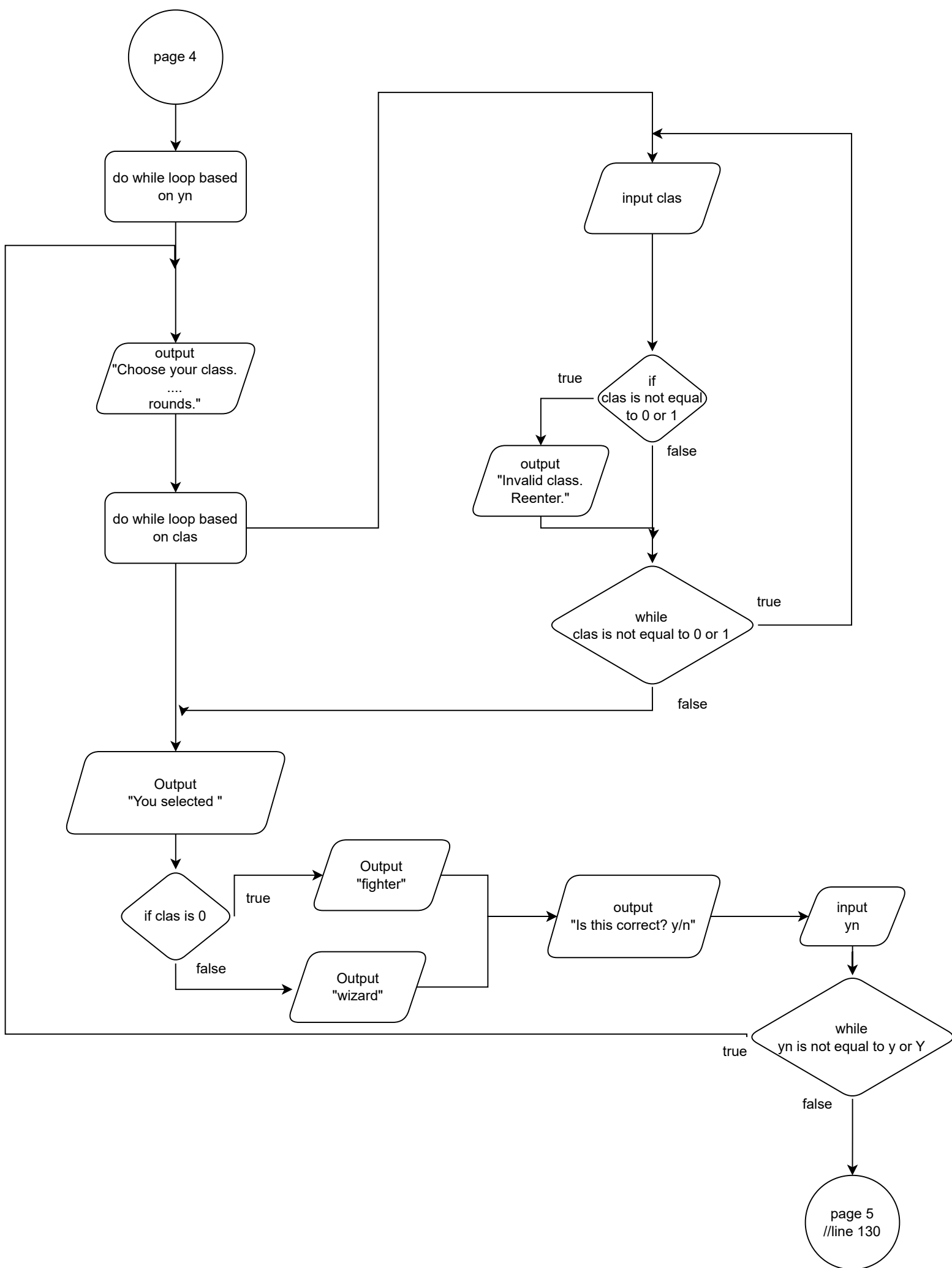
output  
"Reload saved  
character? y/n"

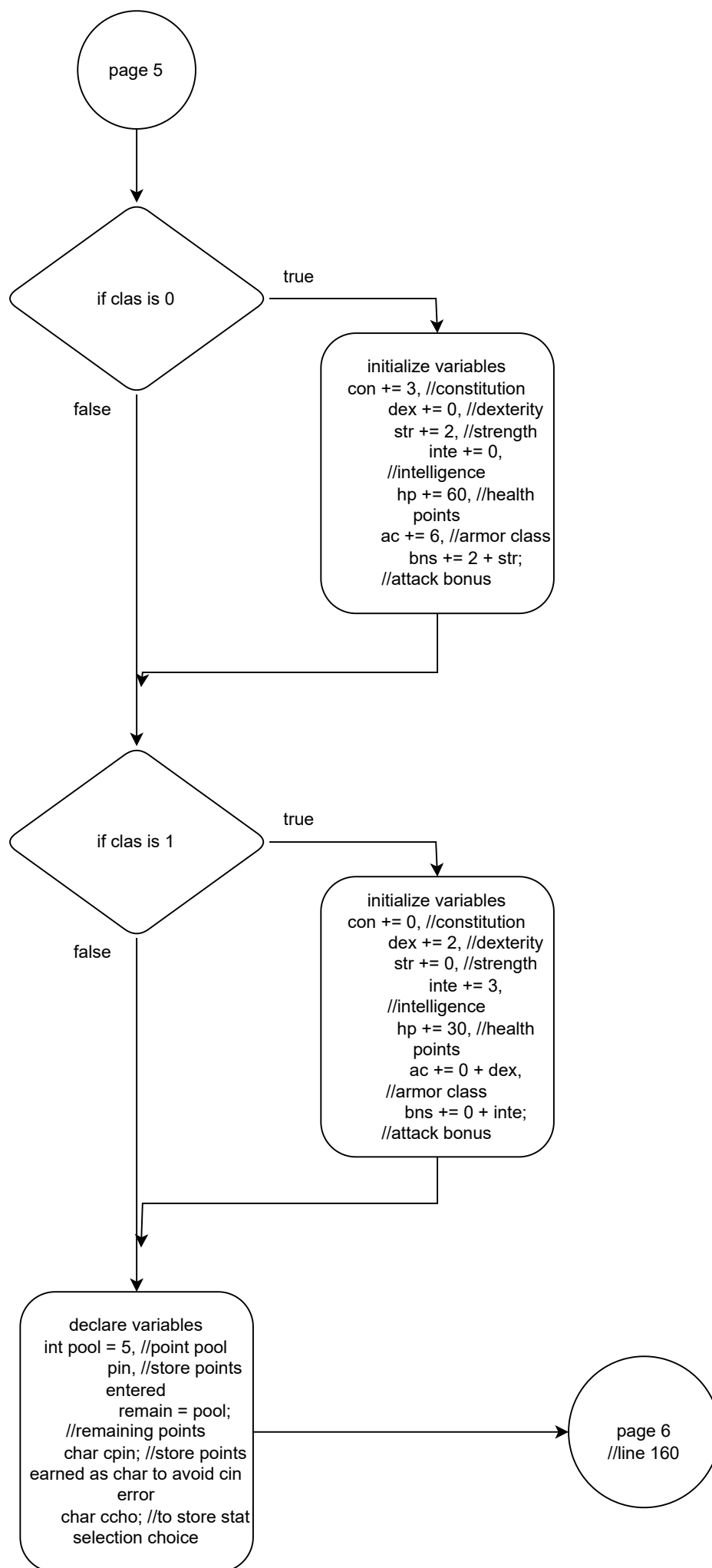
store input  
yn

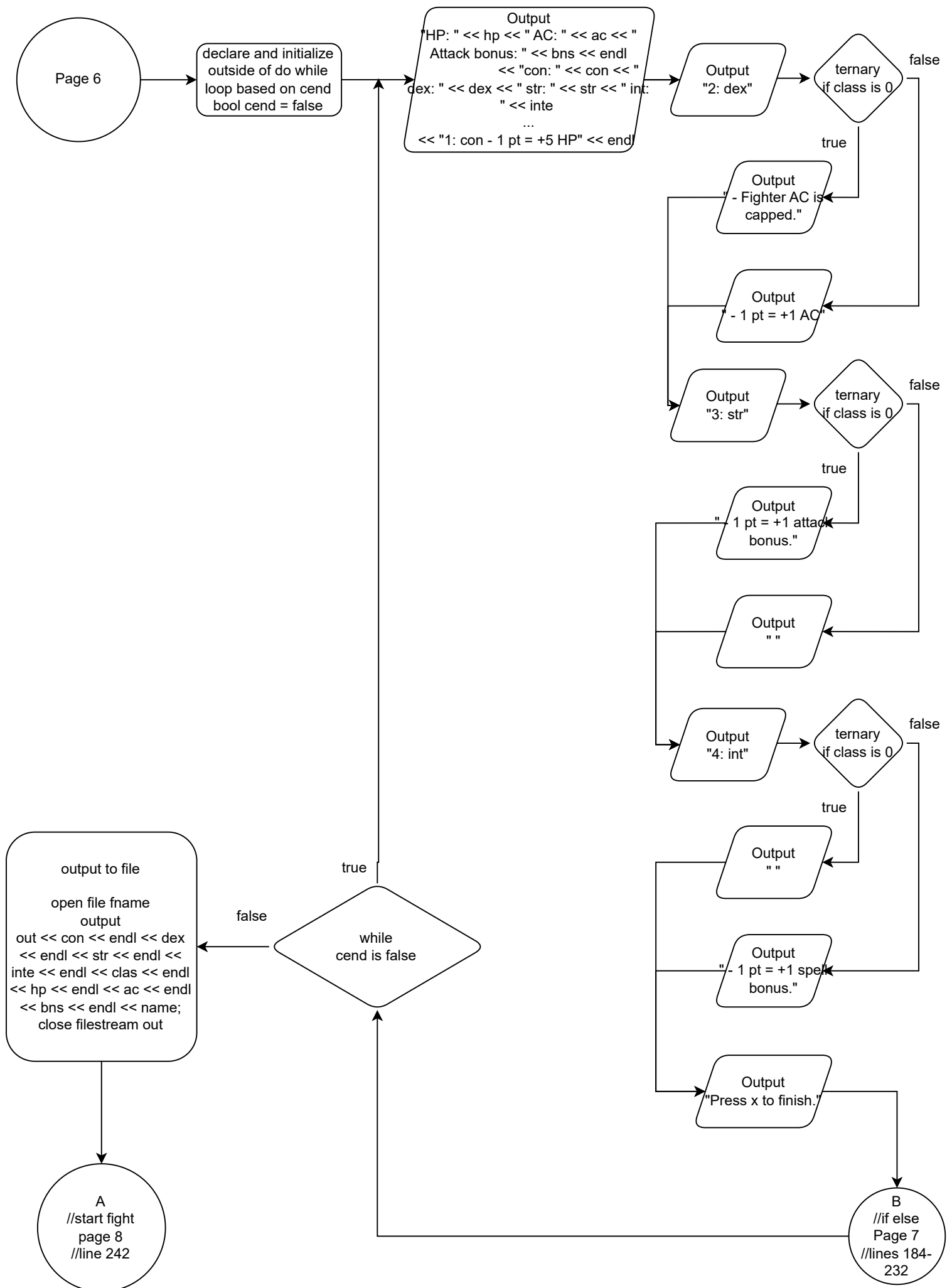
page 2  
//line 51

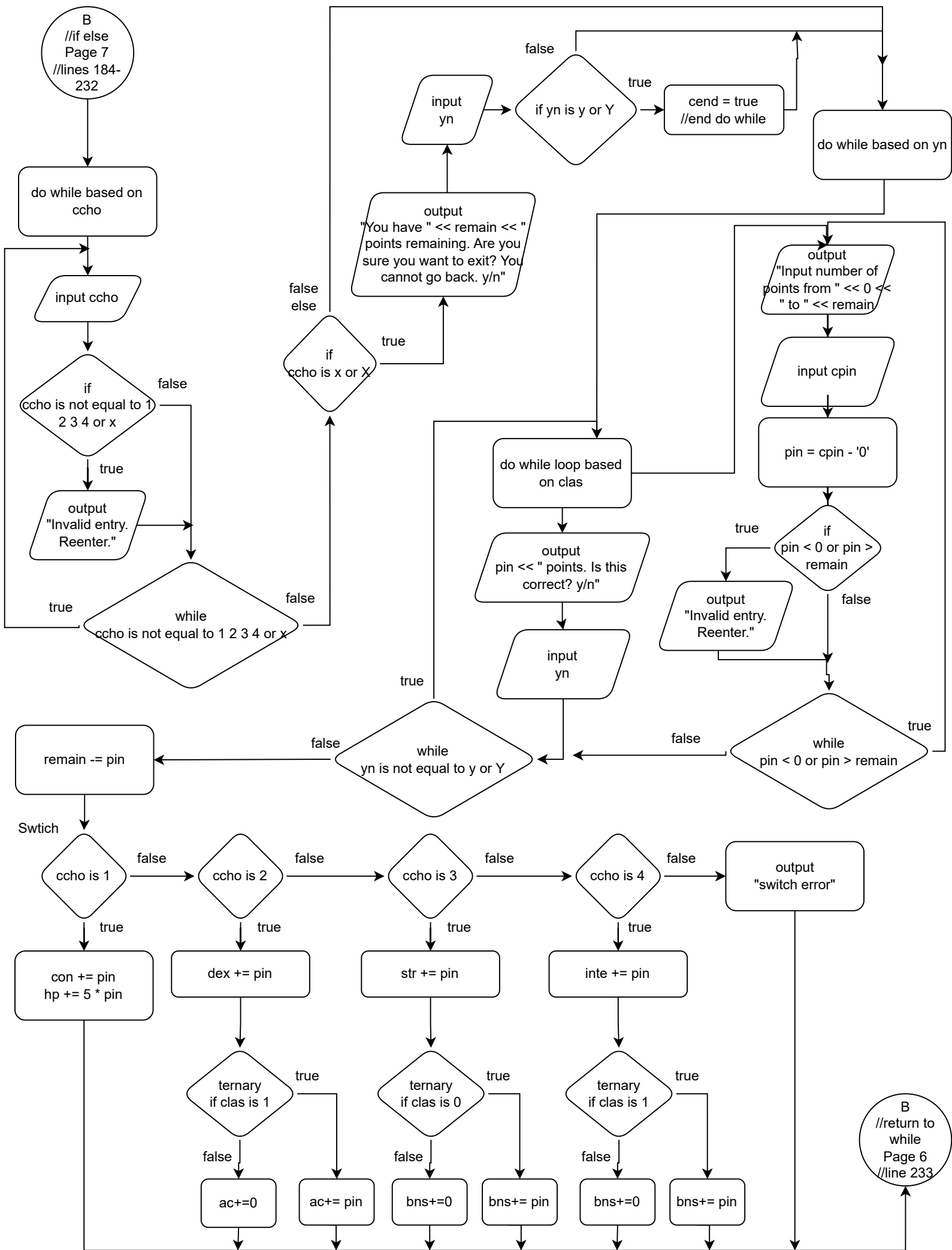


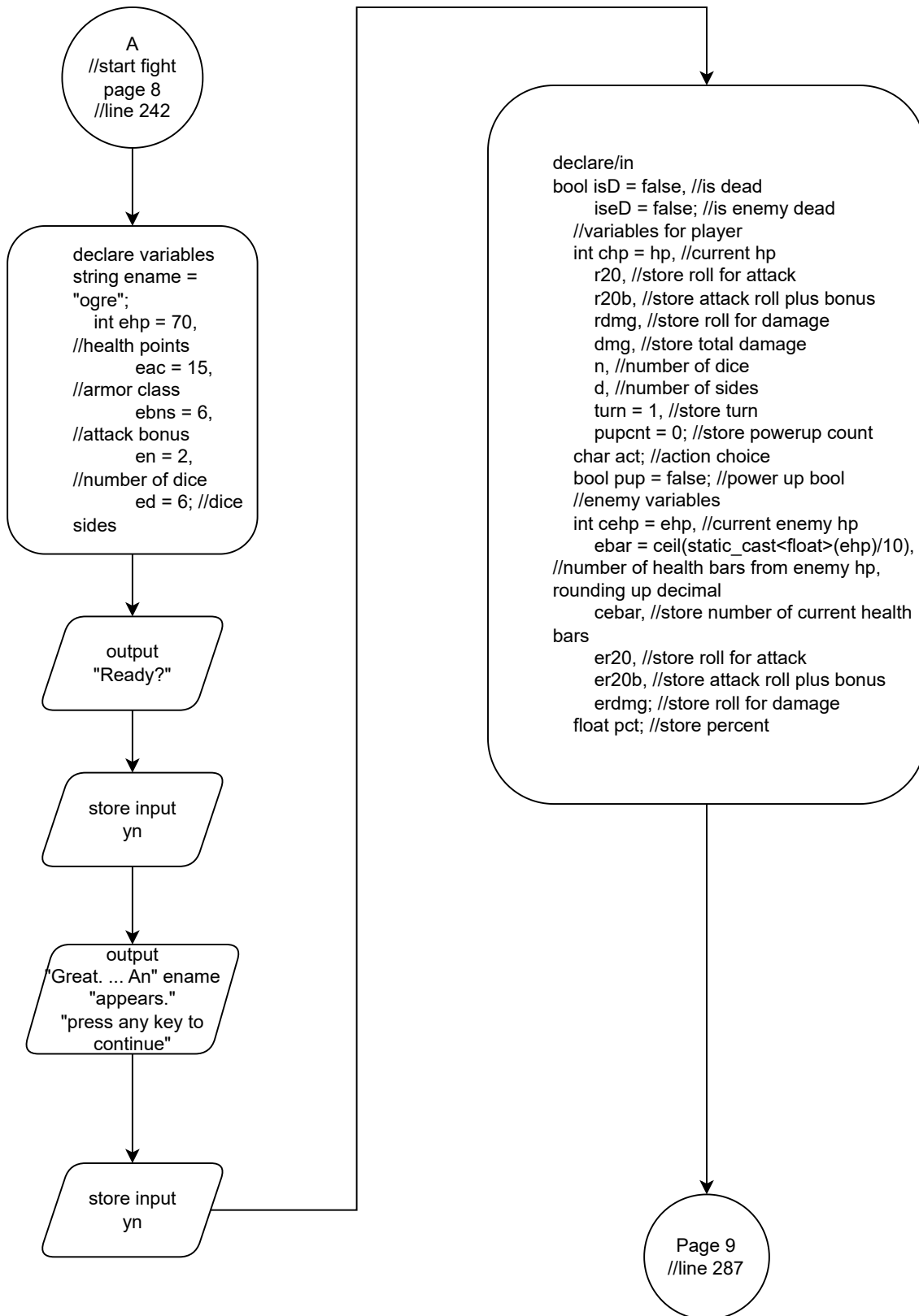




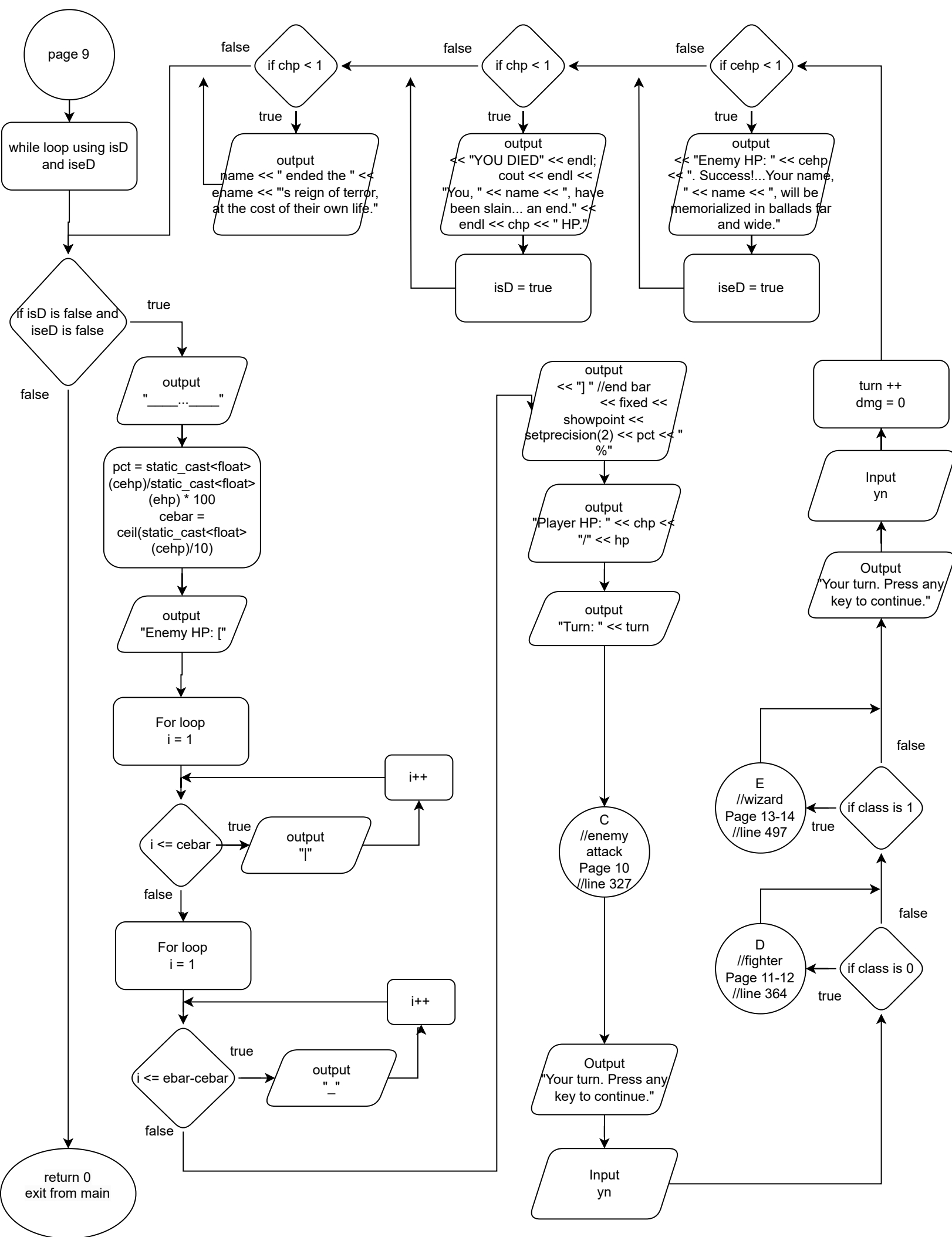


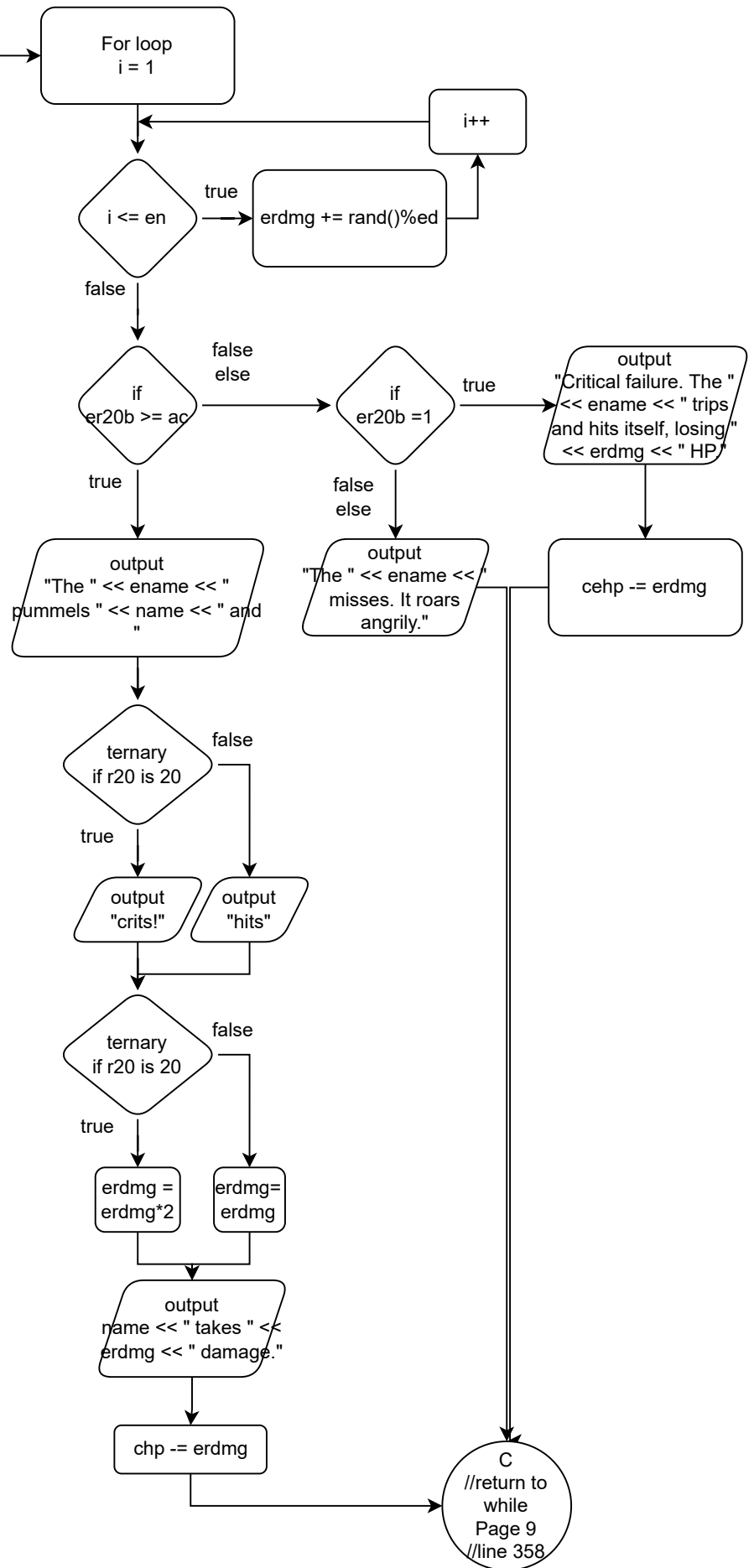
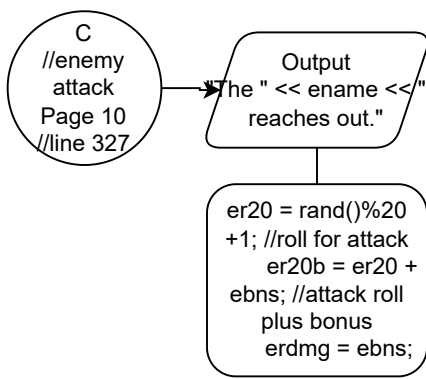












if pup is true

true

pupcnt--

false

"Berserk active. You  
have double damage  
for " << pupcnt << "  
rounds after this one  
remaining."

output

"Choose an action."

"1: greatsword 1d12 + " << bns << endl  
<< "2: longbow 1d12 + " << bns <<  
endl  
<< "3: dual handaxe 2d6 + " << bns <<  
endl  
<< "4: dual scimitar 2d6 + " << bns <<  
endl  
<< "5: Berserk - double damage for  
the next three turns"

do while loop based  
on act

input  
act

if  
act < '1' or act  
> '5'

true

output  
"Invalid entry.  
Reenter."

false

true

while  
act < '1' or act > '5'

false

switch act

if act is 1

true

n = 1  
d = 12

output  
"You raise your  
greatsword."

false

if act is 2

true

n = 1  
d = 12

output  
"You aim your  
longbow."

false

if act is 3

true

n = 2  
d = 6

output  
"You spin your  
handaxes."

false

if act is 4

true

n = 2  
d = 6

output  
"You flash your  
scimitars."

false

if act is 5

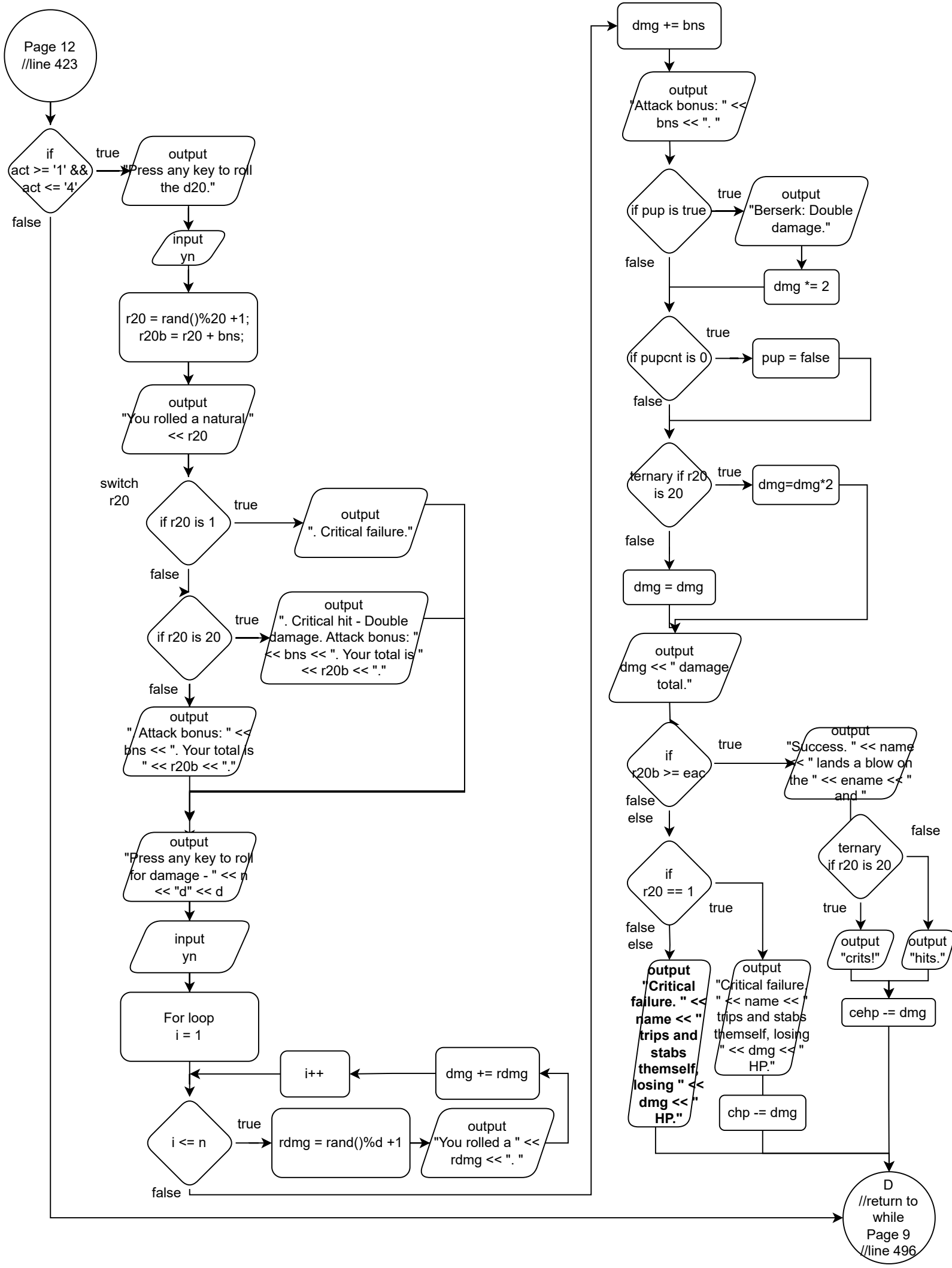
true

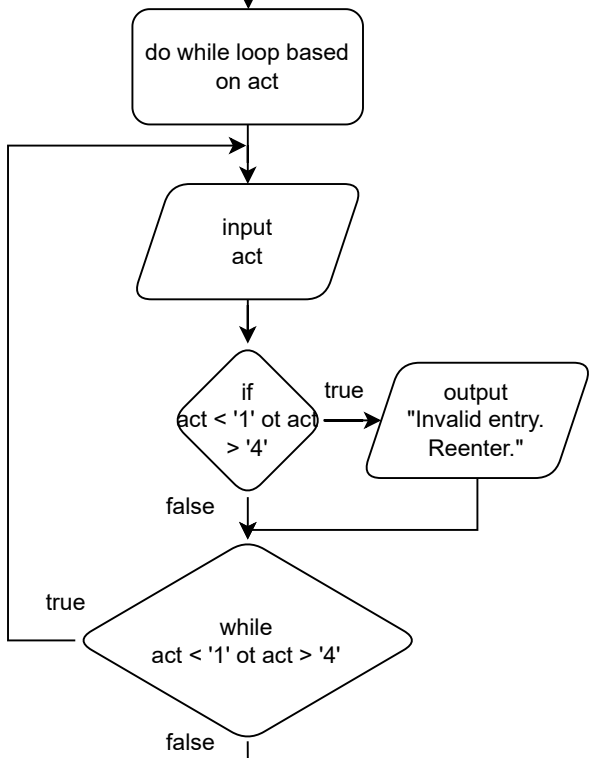
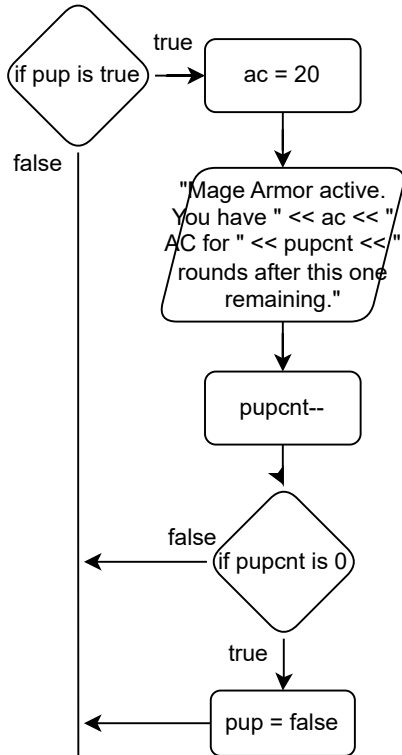
pup = true  
pupcnt = 3

output  
"Your eyes flash as you  
activate Berserk." <<  
endl<< "You spent your  
action. You have " <<  
pupcnt << " rounds  
remaining."

false

output  
"switch error"





switch act

