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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
int roll(vector<int>& rolls,
bool save = false, bool isP =
false, int n = 1, int d = 20);
void selSrt(vector<int>&);
void prntm (vector<int>);
bool binSrch (vector<int>,
int, int&);
void bubSrt (int [[5], int[]];
void prntm (string [], int[]);

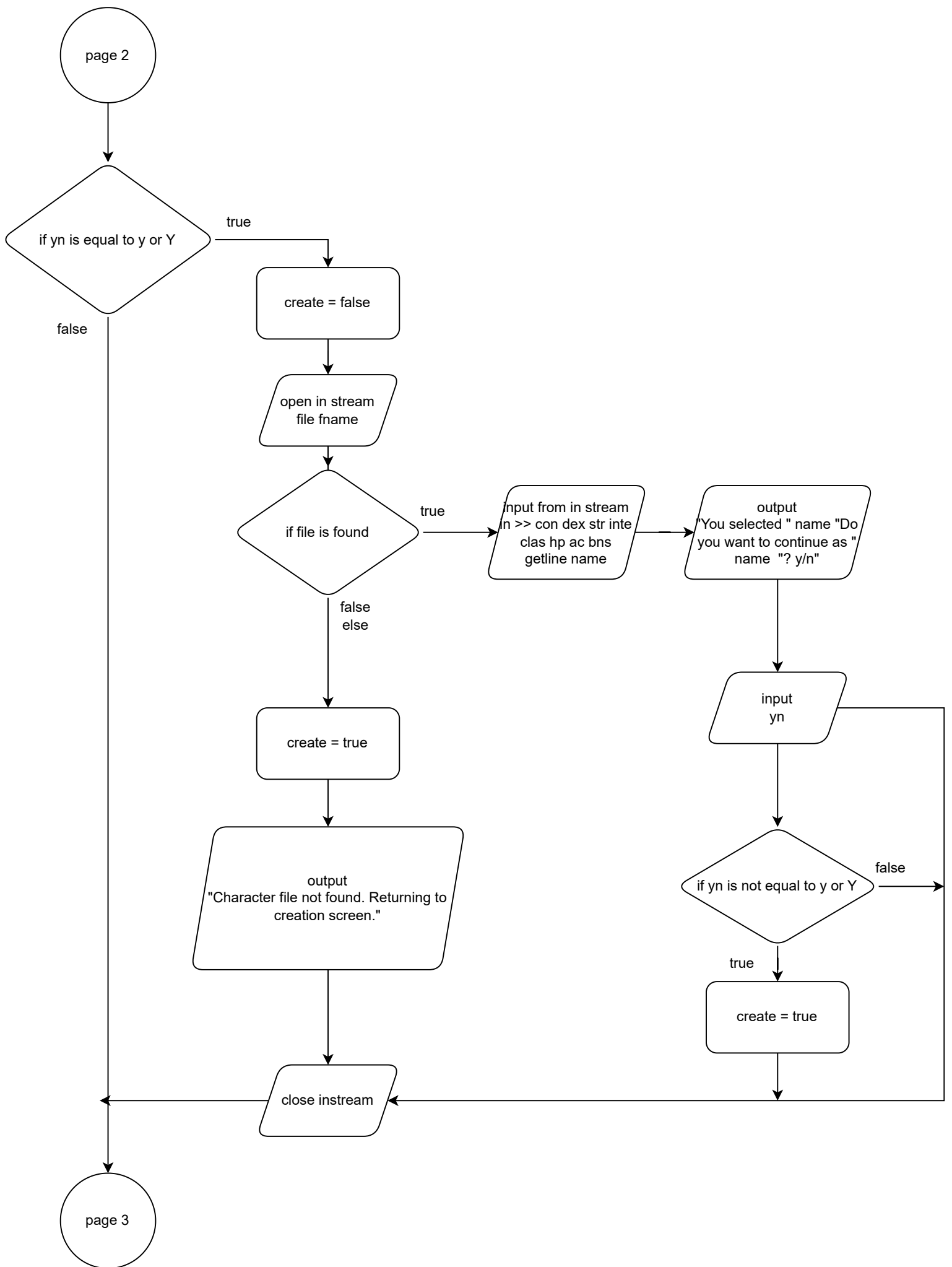
main

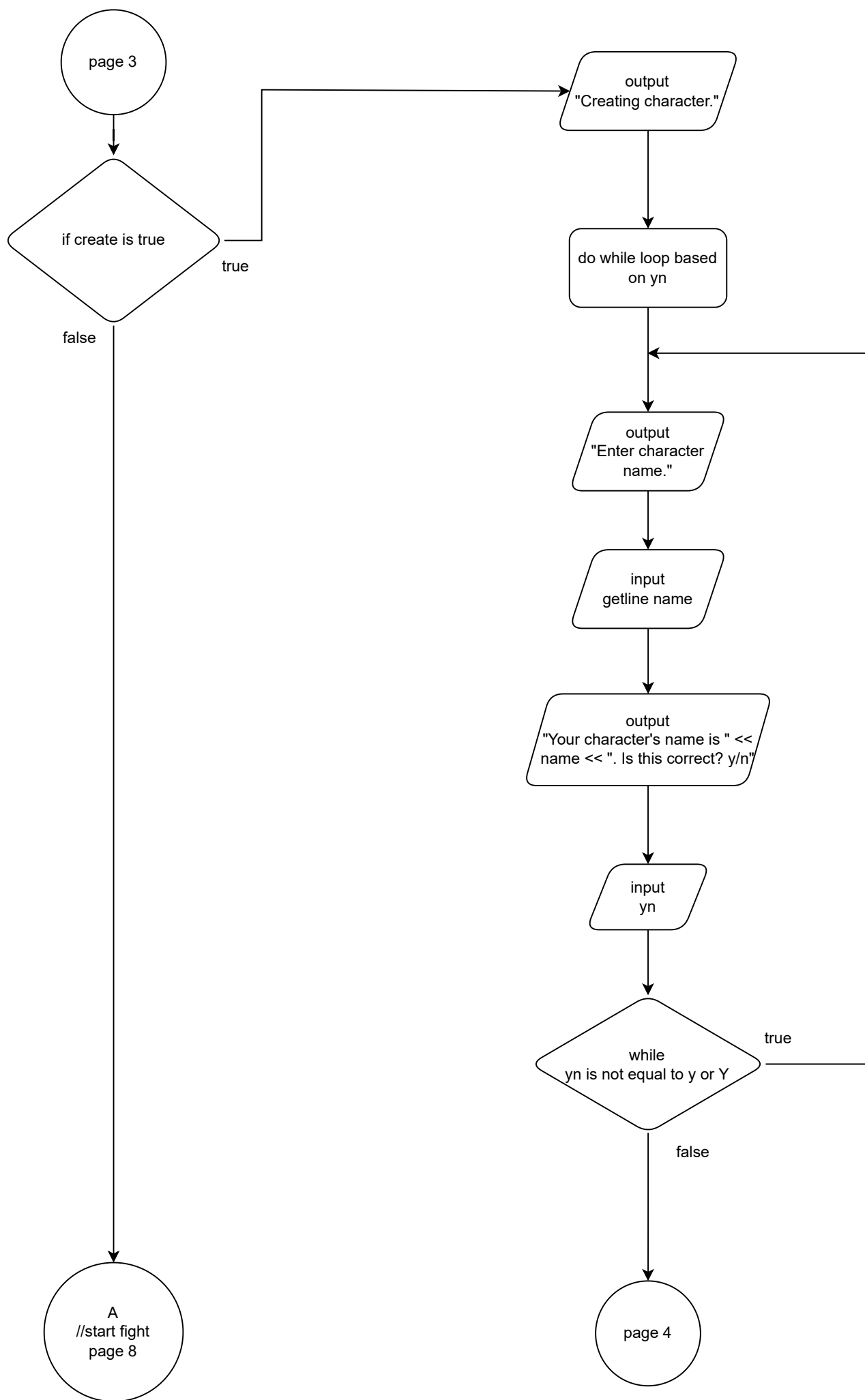
declare variables
static const int ESTATS
ESIZE
char yn
string fname
declare streams
ifstream in
ofstream out
declare variables
bool create = true
int con = 0,
dex = 0,
str = 0,
inte = 0,
hp = 0,
ac = 10,
bns = 0;
char clas = 0;
string name;

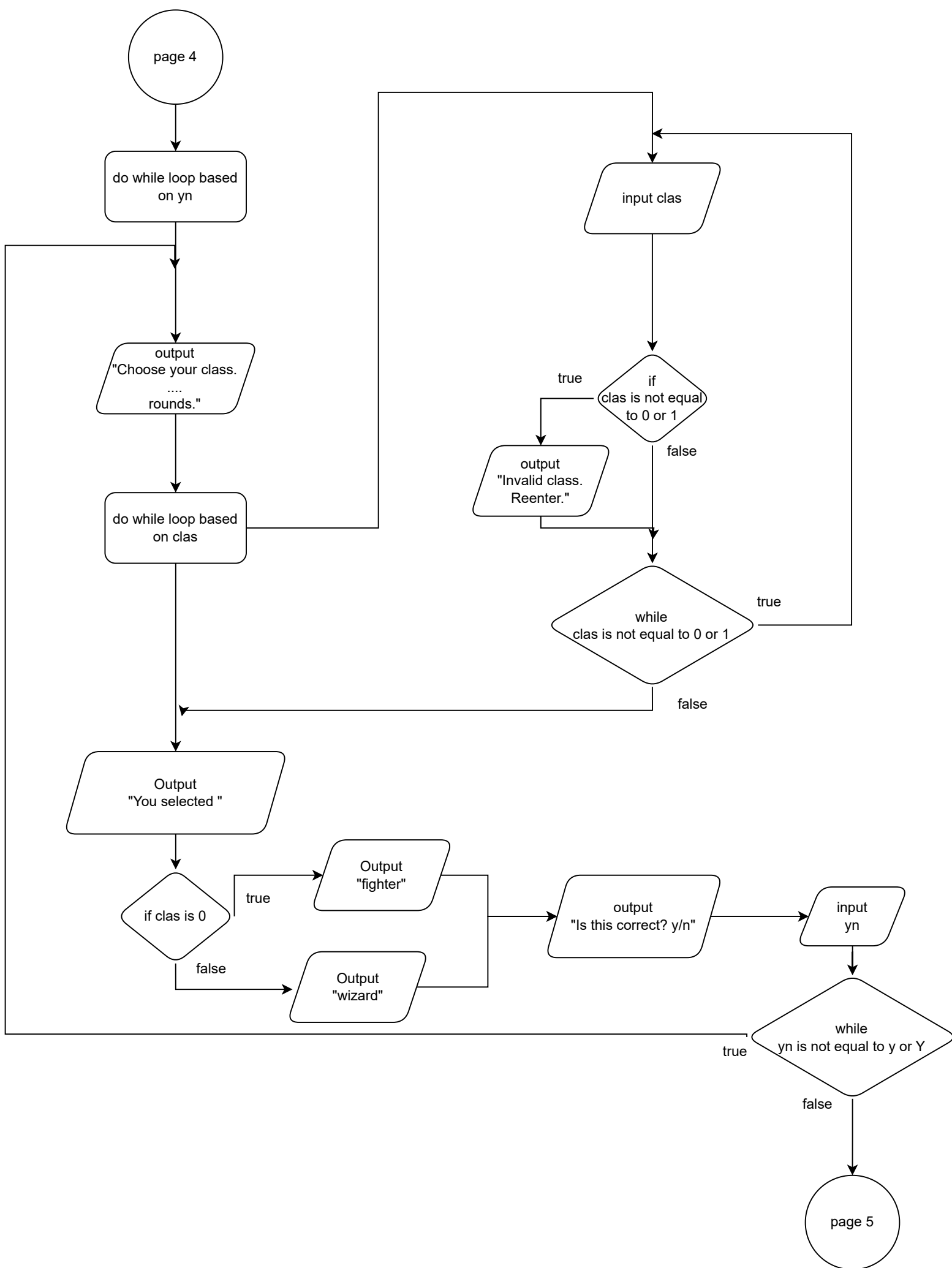
output
"Reload saved
character? y/n"

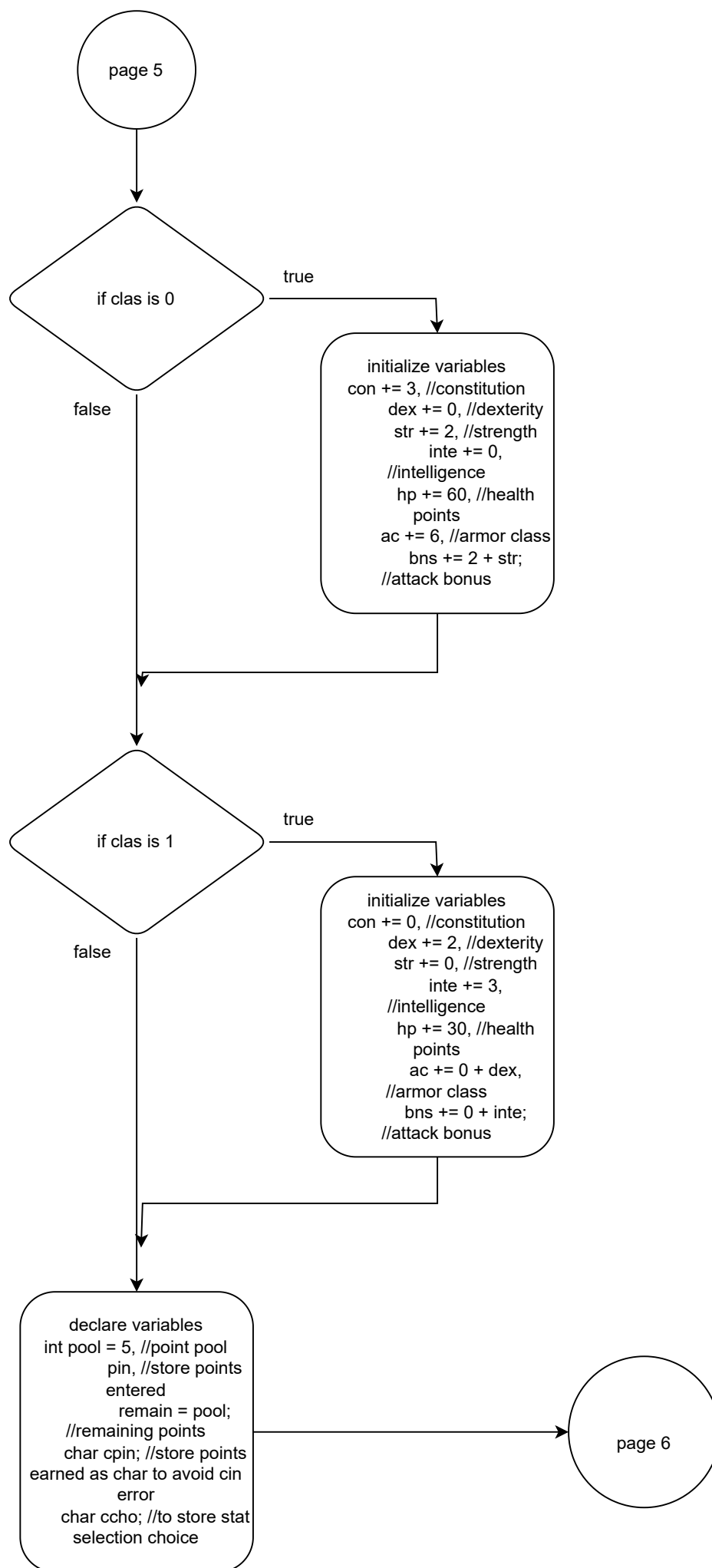
store input
yn

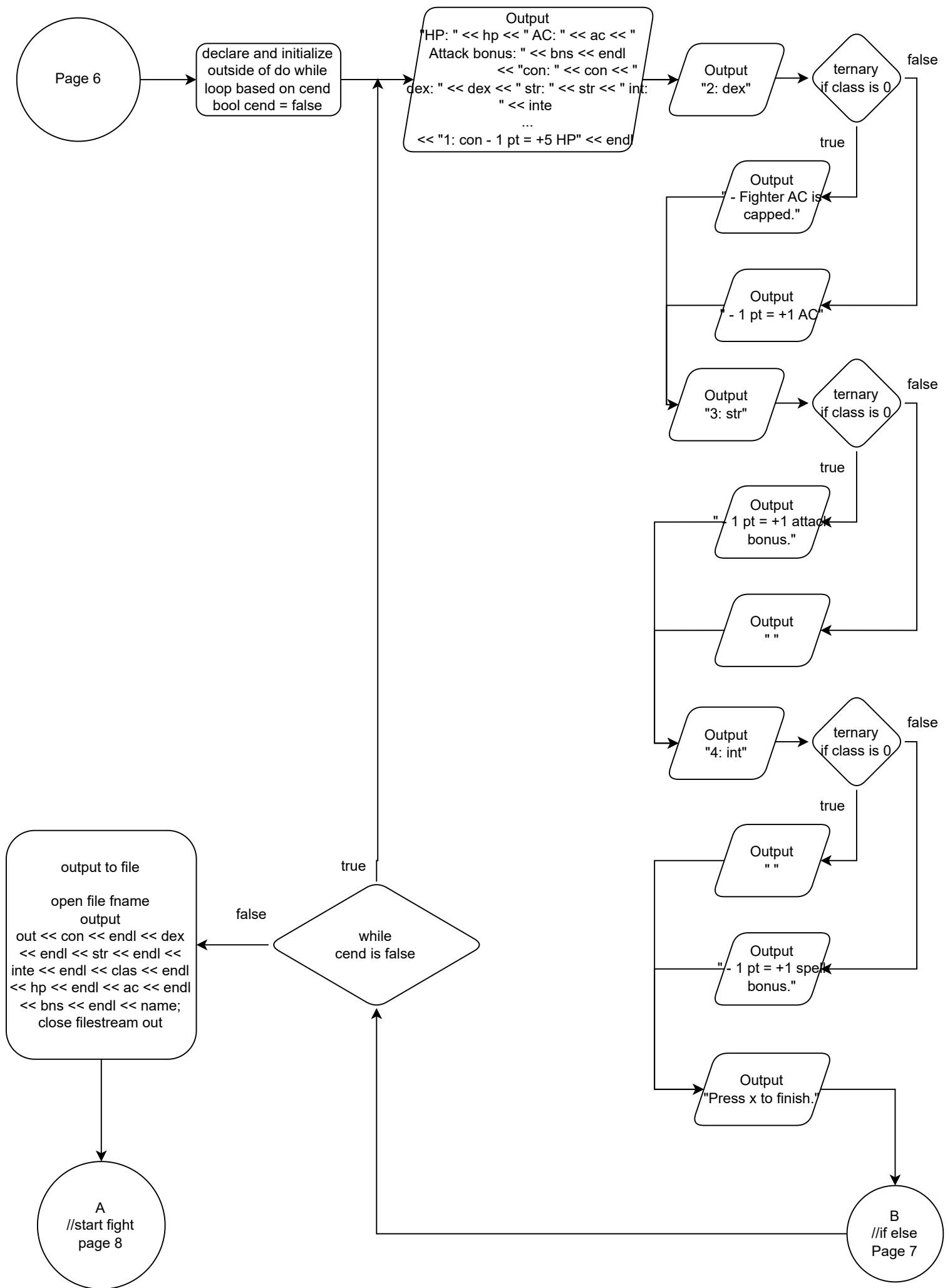
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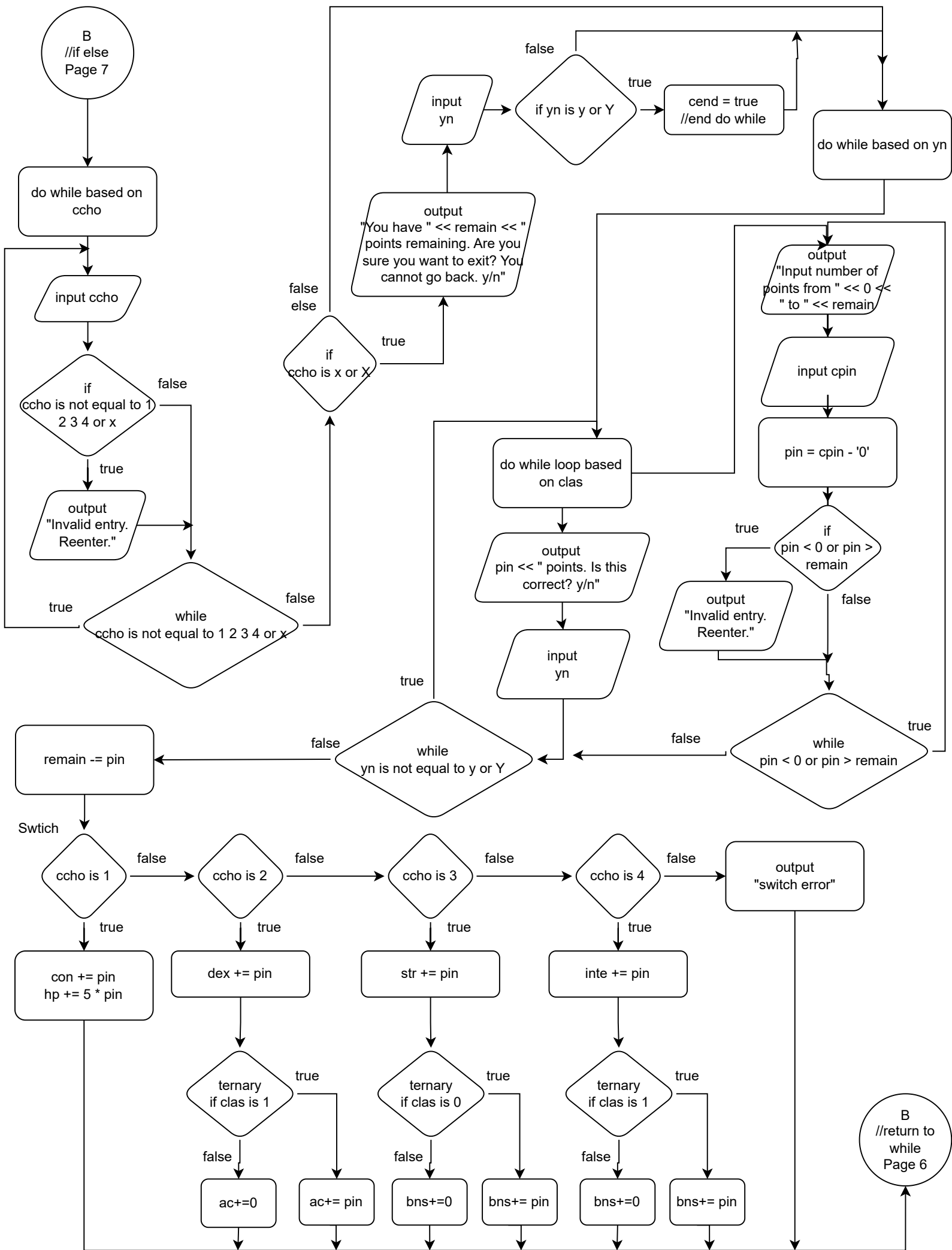


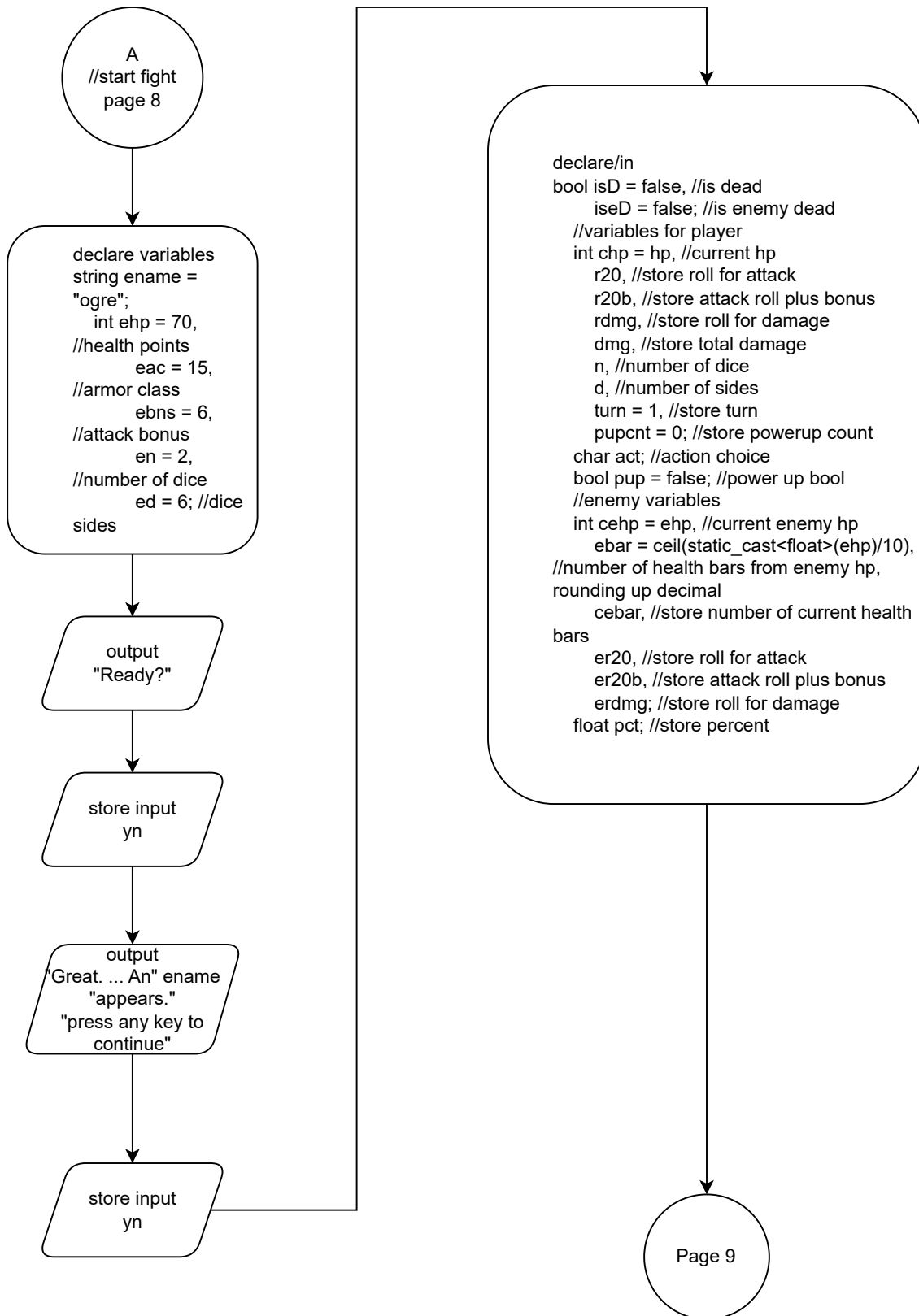


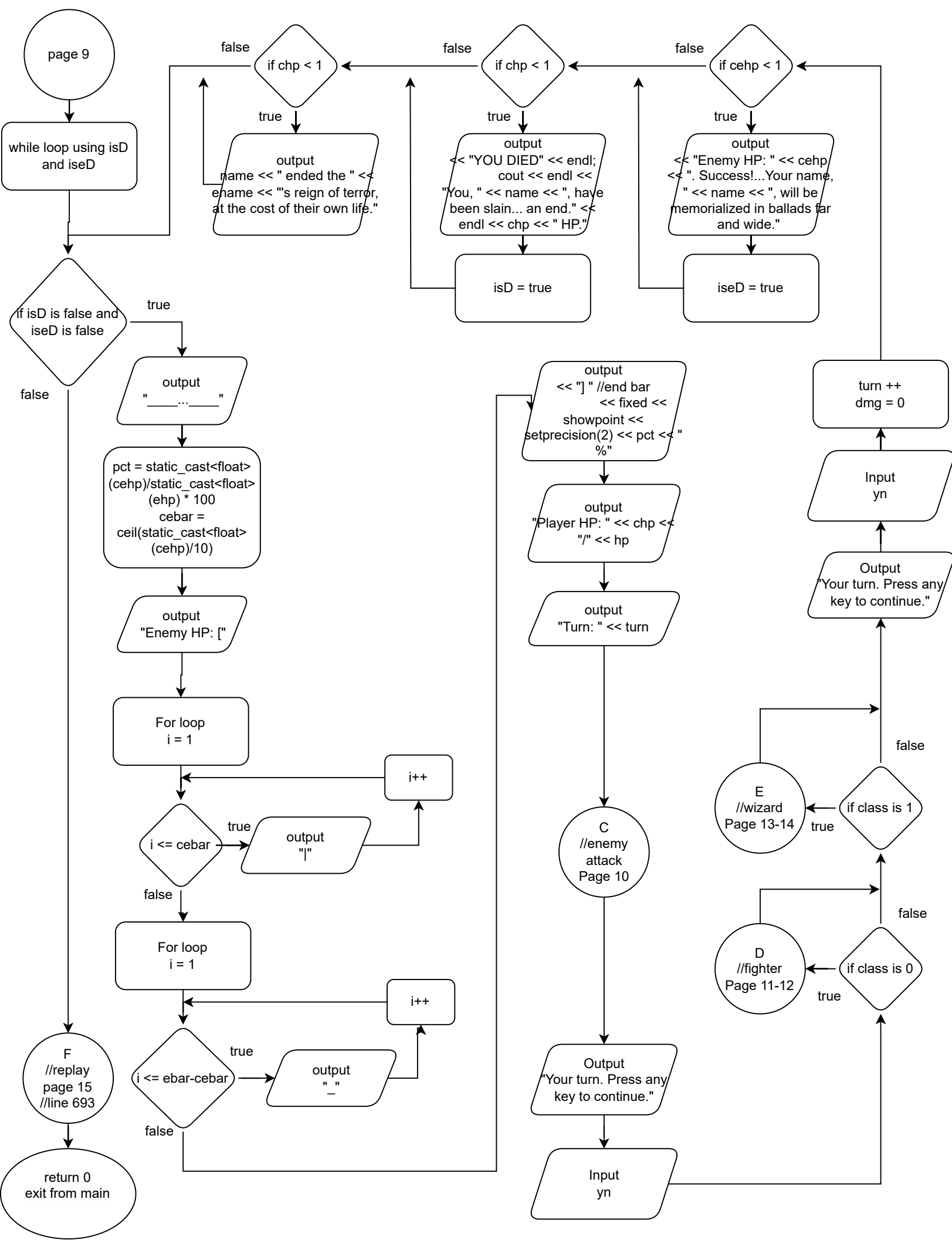


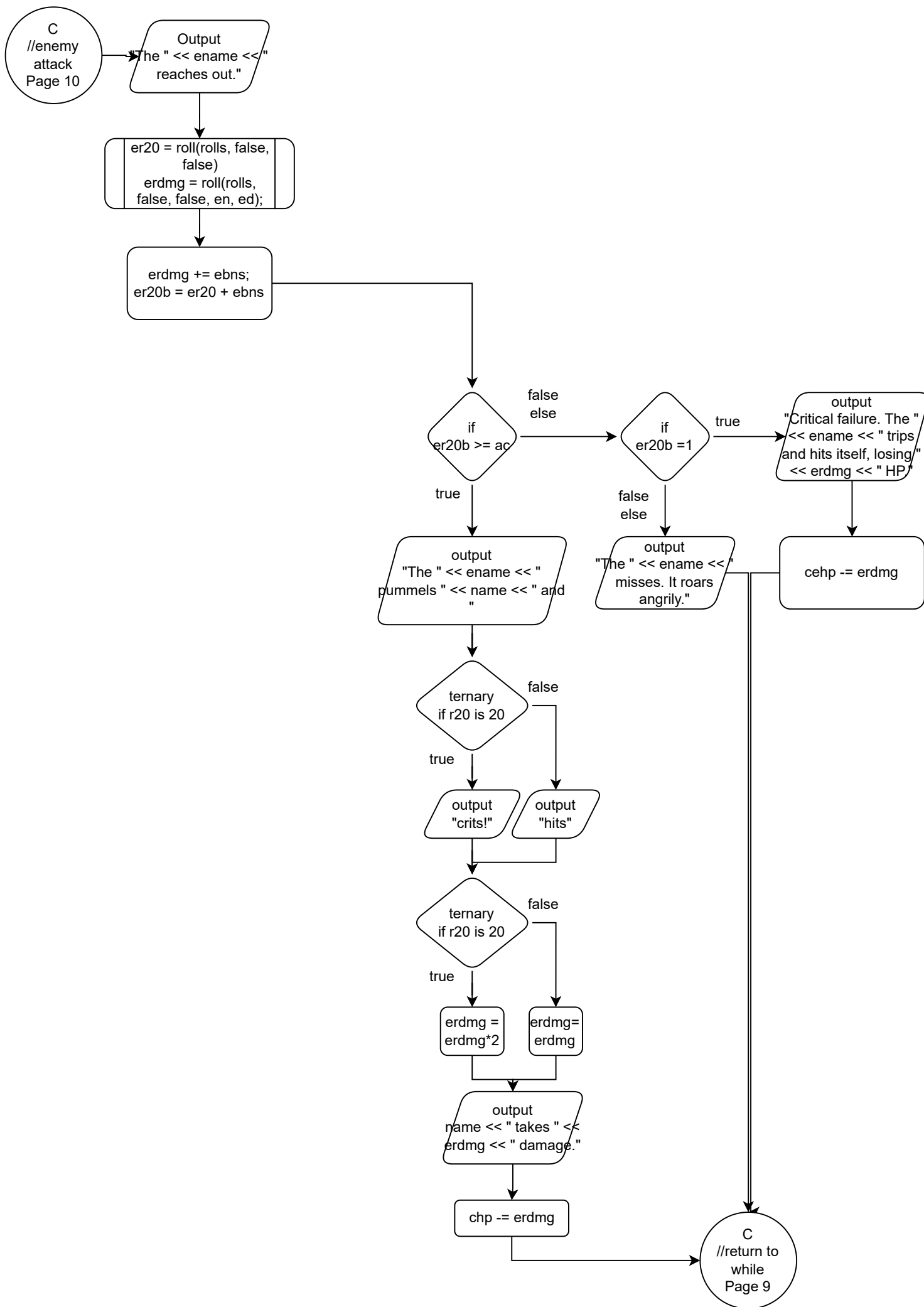












D
//fighter
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if pup is true

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

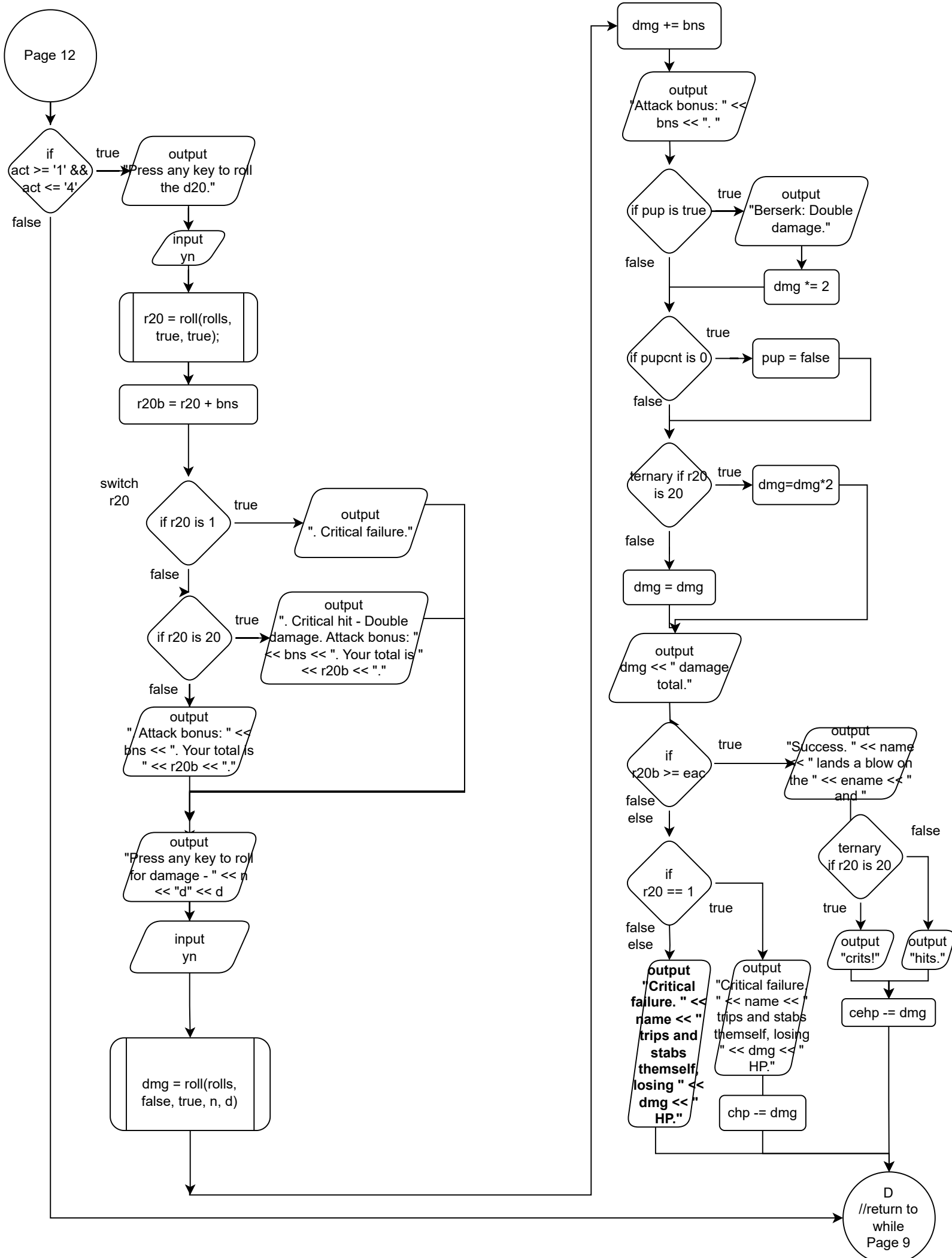
pup = true
pupcnt = 3

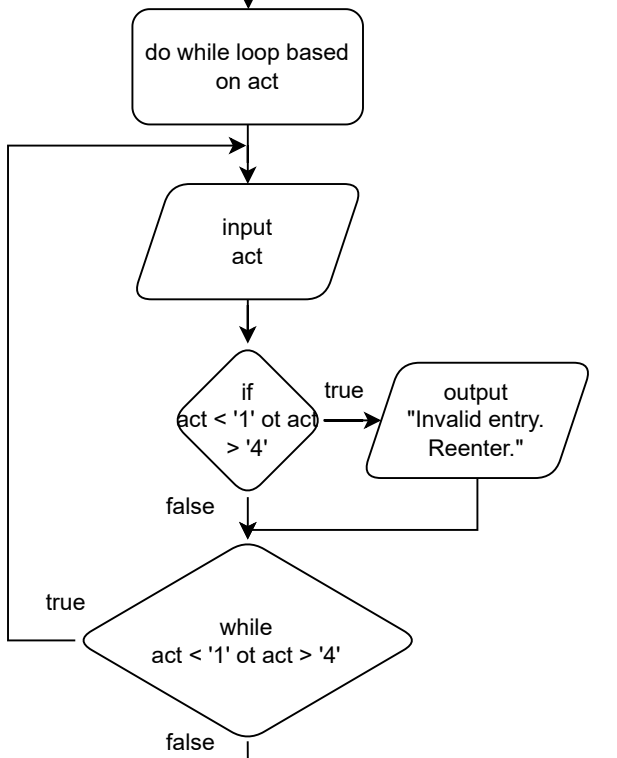
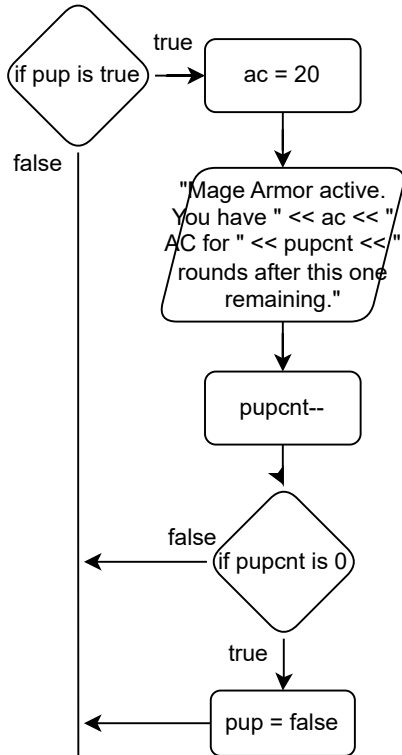
output
"Your eyes flash as you
activate Berserk." <<
endl<< "You spent your
action. You have " <<
pupcnt << " rounds
remaining."

false

output
"switch error"

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switch act

