

Project-3

Create your first video game with Swift !

Rules of the game !

There is a game with 2 players, each player will choose 3 characters for up his team !

Each player need to kill all opponents characters for win the game !

When you'll start the game, the player 1 will create his team and after this the player 2 will create his team

- Warrior :

- Life : 100
- Weapon : Sword (**10 Damage**)
- Armor : 0
- Ultimatum : **Spinning Blade**

- Giant :

- Life : 120
- Weapon : Mass (**5 Damage**)
- Armor : 0
- Ultimatum : **Earthquake**

- Rogue :

- Life : 80
- Weapon : Dagger (**15 Damage**)
- Armor : 0
- Ultimatum : **Punishment**

- Mage :

- Life : 100
- Weapon : Baton (*random Heal from 3 to 10*)
- Armor : 0
- Ultimatum : **Benediction**

BONUS

Level

Max Level of player : 9

*Each player must make **3 turns** for up level, if player up level **3, 6 or 9** he unlock Ultimatum; explain above.*

Ultimatum

Ultimatum are Bonus, characters need to be level 3, 6 or 9 to use it. It's a passif you havn't to choose character to target except for Rogue. Just Rogue had to choose a target.

Spinning Blade : *from 25 to 55 damage at all opponent characters (Warrior)*

Earthquake : *from 15 to 45 damage at all opponent characters (Giant)*

Punishment : *from 20 to 80 damage for Giant class - from 10 to 50 damage for other classes (Rogue)*

Benediction : *from 15 to 45 heal at all team characters (Mage)*

Armor

An mystery box will appear at random moment including 2 choices

1. Change Weapons *Each characters can change weapon at this moment, inside there is **Super Weapons** or **Cartoon Weapons**. random select !*

2. Armor *Each characters can wear armor, but if character wear already more than 5 points of armor he can't wear again a new armor. Charcters need to be under 5 points of armor for get a new one !*