Bonus

The bonus I chosed and how I added it to the project

My bonus is a special attack you can use every five rounds.

Special attack :

- Fighter : 30 life points removed in one attack

- Wizard : 20 life points in one heal

- Colossus : heal itself of 6 life points

- Dwarf : remove 5 life points to each enemy

To implement the bonus into the code I created a function called performSpecialAttack() which is called every five rounds inside the attack() function.

performSpecialAttack() works like a normal attack but with the special attack.

For example when the character chosen is a Wizard, you choose which comrade you heal…

Cedric DOREZ