UI PROGRAMMING PROJECT

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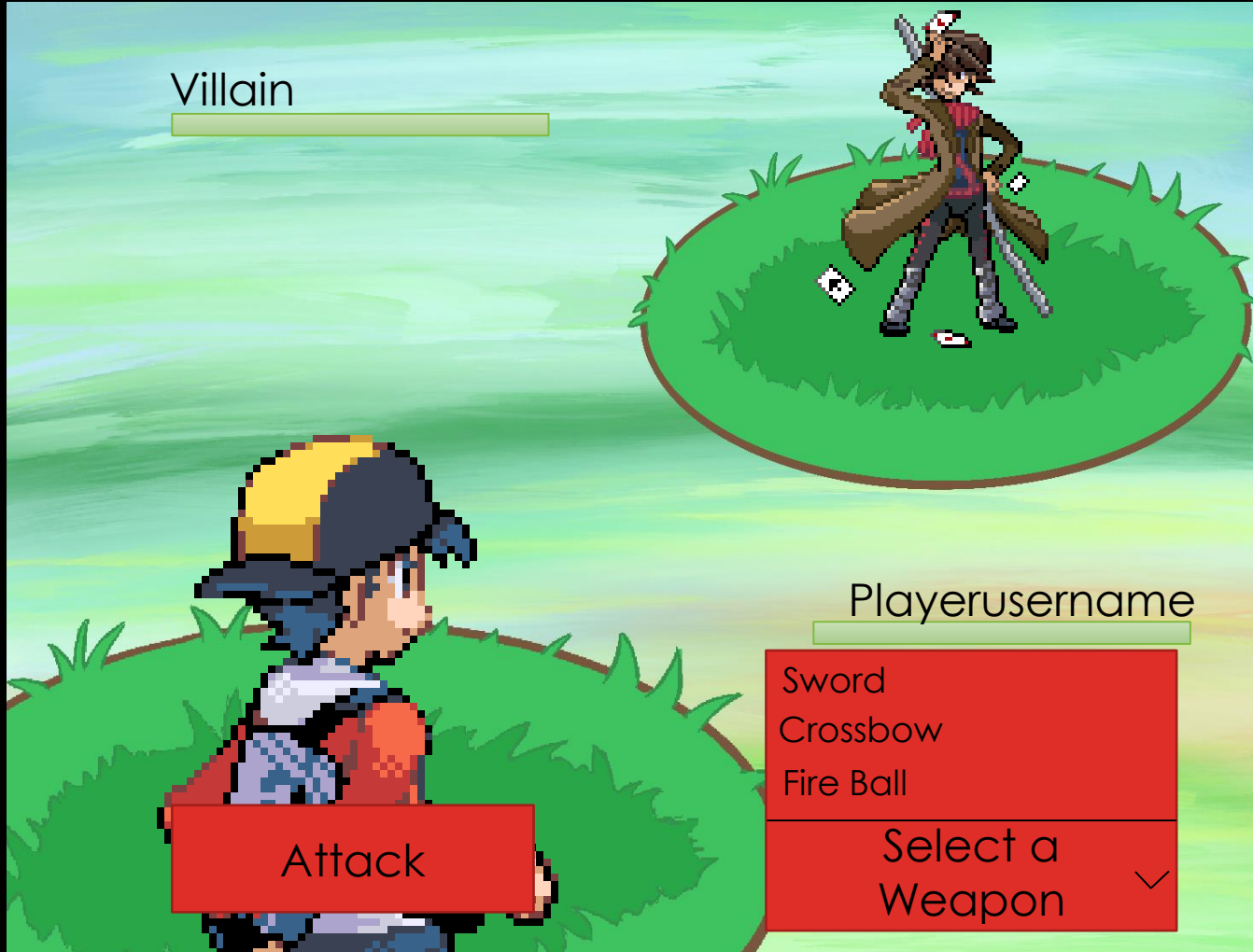
Input Username

1. Player inputs username to appear

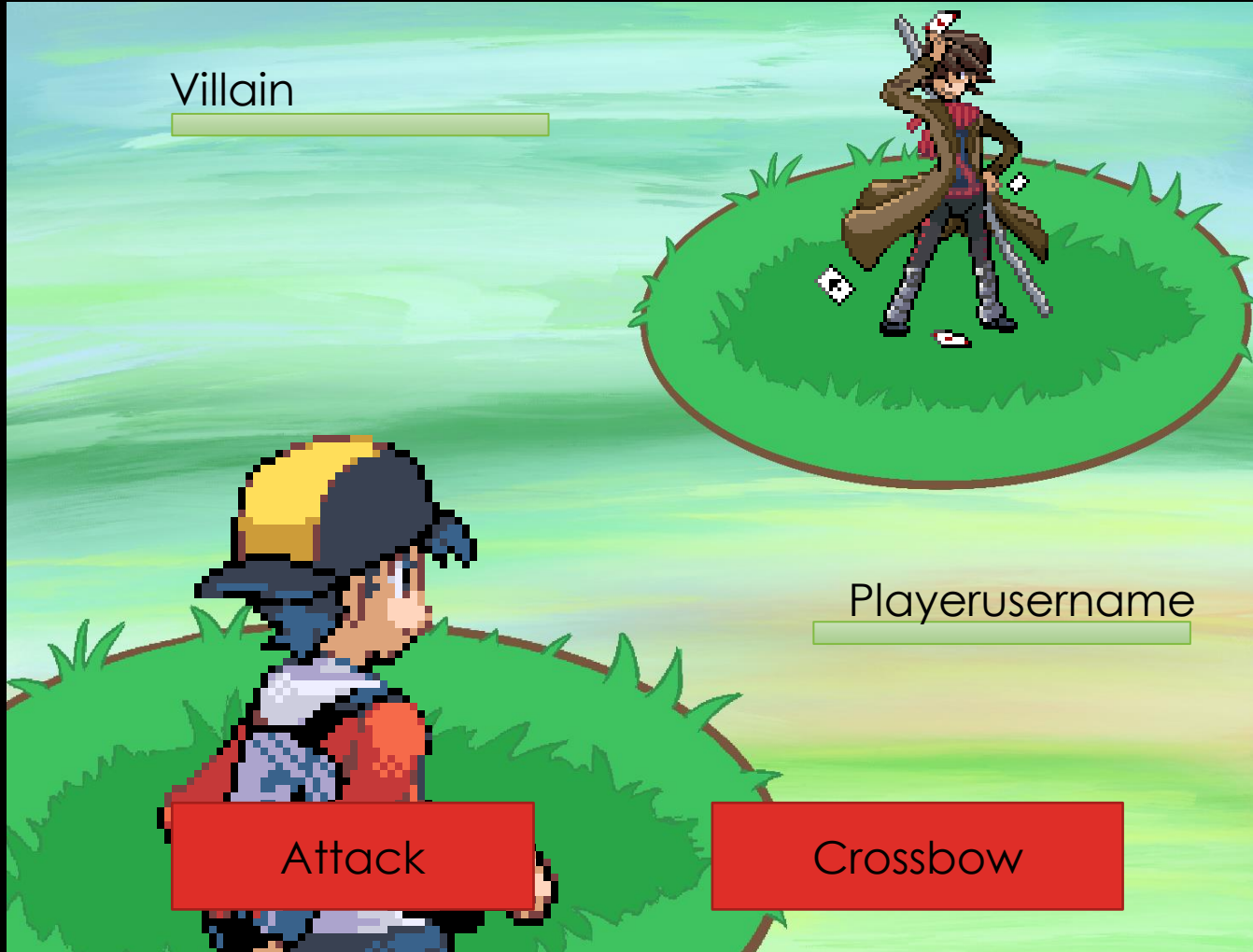1. Player selects a weapon before attacking

Villain

Playerusername

Attack
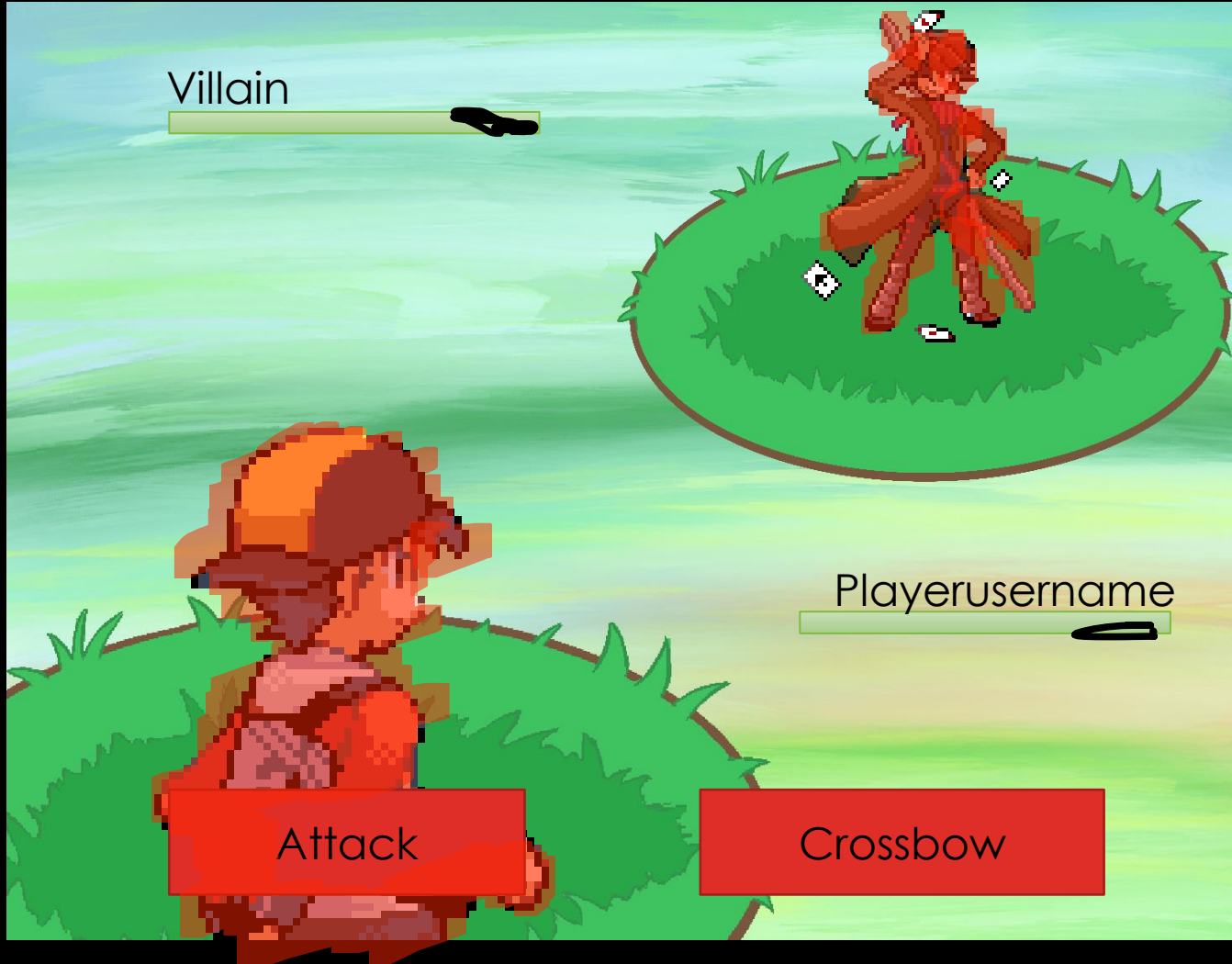
Crossbow

1. Weapon selected will appear in the selection box
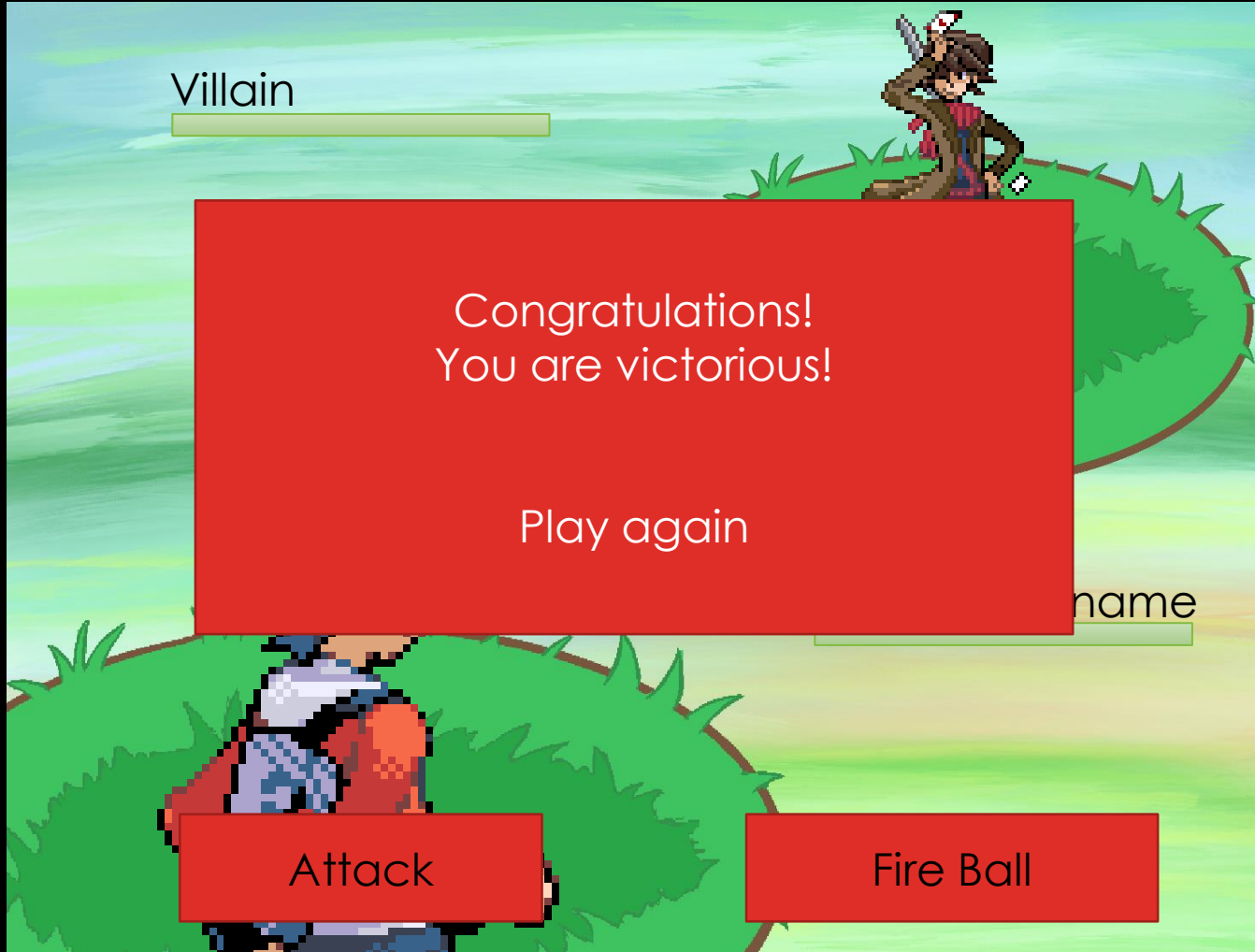
Villain

Playerusername

Attack

Crossbow

2. Player attacks the enemy
  └→ Enemy will turn red once hit and lose health

3. Enemy attacks next, player will turn red once hit and lose health

4. Player can change their weapon every turn, each weapon dealing a different amount of damage to the enemy
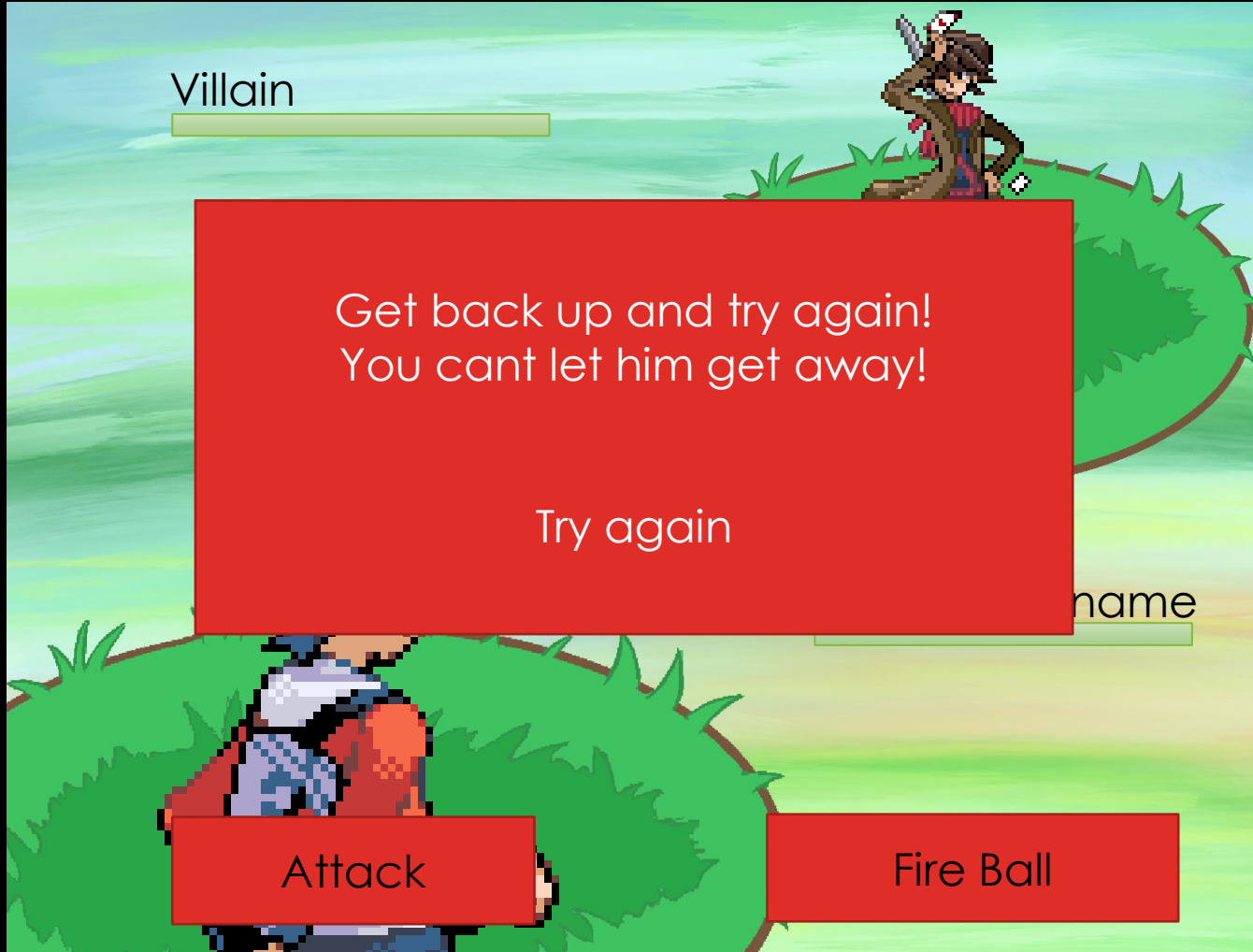
7. If the player wins, a message will appear congratulating the player on their victory. There will also be a button to play again

POKÉMON PLAYSTYLE

8. If the player loses, a message will appear encouraging the player to try again. There will be a button to try again