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Posttest 4 PBO

### Login & Registrasi

```
+-----+
| [1] Login      |
| [2] Register   |
| [0] Exit       |
+-----+
Enter your choice _>
```

```
=====
|      REGISTRATION      |
=====
Enter your username _> user1
Enter your password _> 123
```

```
+-----+
|  DESTINY CLASH  |
+-----+
Enter your username _> user1
Enter your password _> 123
```

Login success! Welcome, user1!

### Menu User

```
+-----+
| [1] Fight      |
| [2] Add Player  |
| [3] Update Player|
| [4] Delete Player|
| [5] Player Stat |
+-----+
|  Coming Soon  |
|      Shop     |
|   Inventory   |
+-----+
| [0] Exit       |
+-----+
Enter your choice _> 1
```

```
+-----+
| [1] Fight      |
| [2] Add Player  |
| [3] Update Player|
| [4] Delete Player|
| [5] Player Stat |
+-----+
|  Coming Soon  |
|      Shop     |
|   Inventory   |
+-----+
| [0] Exit       |
+-----+
Enter your choice _> 3
You don't have any player!
```

```
+-----+
| [1] Fight      |
| [2] Add Player  |
| [3] Update Player|
| [4] Delete Player|
| [5] Player Stat |
+-----+
|  Coming Soon  |
|      Shop     |
|   Inventory   |
+-----+
| [0] Exit       |
+-----+
Enter your choice _> 4
You don't have any player!
```

You need to create a player character first!

## CRUD Player

```
+-----+
| [1] Fight |
| [2] Add Player |
| [3] Update Player |
| [4] Delete Player |
| [5] Player Stat |
+-----+
|      Coming Soon      |
|          Shop          |
|          Inventory     |
+-----+
| [0] Exit |
+-----+
Enter your choice _> 2
Enter Player name: Bibim

Player added successfully!
█
```

```
Enter your choice _> 3
=====
Player Info
=====
Level: 1
Name: Bibim
Health: 100
Damage: 10
XP: 0
=====

Enter New Player name: HGX
Enter new health: 100
Enter new damage: 10

Player updated successfully!
█
```

```
=====
Player Info
=====
Level: 1
Name: Bibim
Health: 100
Damage: 10
XP: 0
=====
```

```
Enter your choice _> 4
=====
Player Info
=====
Level: 1
Name: HGX
Health: 100
Damage: 10
XP: 0
=====

Enter Player name: HGX

Player deleted successfully!
█
```

Jika ingin Fight tetapi sudah hapus player

```
You need to create a player character first!
█
```

## Login & CRUD Admin

```
+-----+
|  DESTINY CLASH  |
+-----+
Enter your username _> admin
Enter your password _> admin
```

## Add Enemy

```
+-----+
|  [1] Add Enemy  |
|  [2] View Enemy |
|  [3] Update Enemy |
|  [4] Delete Enemy |
|  [0] Logout     |
+-----+
Enter your choice _> 1
Enter Stage: 1
Enter Enemy name: Tutorial Bot
Enter Enemy health: 10
Enter Enemy damage: 2
Enter Exp given: 100

Enemy added successfully!
█
```

## Read Enemy

```
ID: 5
+-----+
Stage: 3
+-----+
Name: Rahul
Health: 100
Damage: 32
XP: 32
+-----+

ID: 6
+-----+
Stage: 1
+-----+
Name: Tutorial Bot
Health: 10
Damage: 2
XP: 100
+-----+

Press Enter to go back to Admin menu...
█
```

## Update Enemy

```
ID: 5
+-----+
Stage: 3
+-----+
Name: Rahul
Health: 100
Damage: 32
XP: 32
+-----+

ID: 6
+-----+
Stage: 1
+-----+
Name: Tutorial Bot
Health: 10
Damage: 2
XP: 100
+-----+

Enter the ID of the enemy you want to update: 5
Enter the new name for the enemy: Byois
Enter the new health for the enemy: 100
Enter the new damage for the enemy: 20
Enter the new xp given: 32

Enemy updated successfully!
█
```

## Hapus Enemy

```
ID: 4
+-----+
Stage: 2
+-----+
Name: Shao
Health: 50
Damage: 15
XP: 15
+-----+

ID: 5
+-----+
Stage: 3
+-----+
Name: Byois
Health: 100
Damage: 20
XP: 32
+-----+

ID: 6
+-----+
Stage: 1
+-----+
Name: Tutorial Bot
Health: 10
Damage: 2
XP: 100
+-----+

Enter the ID of the enemy you want to delete: 4

Enemy deleted successfully!
█
```

## Hasil Update & Hapus

```
ID: 3
+-----+
Stage: 3
+-----+
Name: Quad
Health: 60
Damage: 20
XP: 25
+-----+

ID: 5
+-----+
Stage: 3
+-----+
Name: Byois
Health: 100
Damage: 20
XP: 32
+-----+

ID: 6
+-----+
Stage: 1
+-----+
Name: Tutorial Bot
Health: 10
Damage: 2
XP: 100
+-----+

Press Enter to go back to Admin menu...
█
```

## Fight Player

```
Choose Stage: 1
Available enemies in Stage 1:
1. Cruz - Health: 25 - Damage: 5
Choose an enemy to fight (enter the enemy ID): 1
```

```
Choose your move:
[1] Rock
[2] Paper
[3] Scissors
Enter your choice -> 1
You chose Rock
Cruz chose Scissors
+-----+
HGX wins!
+-----+

+-----+
HGX - Health: 100
Cruz - Health: 15
+-----+
```

```
Choose your move:
[1] Rock
[2] Paper
[3] Scissors
Enter your choice -> 1
```

```
Choose your move:
[1] Rock
[2] Paper
[3] Scissors
Enter your choice -> 1
You chose Rock
Cruz chose Scissors
+-----+
HGX wins!
+-----+

+-----+
HGX - Health: 95
Cruz - Health: -5
+-----+

=====
You won!
You gained 10 XP!
=====
```

## Penambahan XP Player

```
=====
Player Info
=====
Level: 1
Name: HGX
Health: 100
Damage: 10
XP: 10
=====
```

Penambahan Level player apabila XP == 100

```
Choose your move:
[1] Rock
[2] Paper
[3] Scissors
Enter your choice -> 1
You chose Rock
Tutorial Bot chose Scissors
+-----+
HGX wins!
+-----+

+-----+
HGX - Health: 98
Tutorial Bot - Health: 0
+-----+
=====
You won!
You gained 100 XP!
=====
Congratulations! You leveled up!
You are now level 2!
=====
```



```
=====
Player Info
=====
Level: 2
Name: HGX
Health: 108
Damage: 15
XP: 0
=====
```

## Overloading setXp

```
1 //Chara.java
2 public void setXp(int xp) {
3     this.xp = xp;
4 }
5
6 public void setXp(String xp){
7     try{
8         this.xp = Integer.parseInt(xp);
9     }catch (NumberFormatException e){
10         System.out.println("Invalid input! Please enter a valid number.");
11     }
12 }
13
14 public void display(){
15     System.out.println("Name: " + name);
16     System.out.println("Health: " + health);
17     System.out.println("Damage: " + damage);
18     System.out.println("XP: " + xp);
19 }
```

## Overriding 1 Display di Enemy.java

```
1 //Enemy.java
2 @Override
3 public void display() {
4     System.out.println("+-----+");
5     System.out.println("Stage: " + stage);
6     System.out.println("+-----+");
7     super.display();
8     System.out.println("+-----+");
9     System.out.println();
10 }
```

## Overriding 2 Display di Player.java

```
1 //Player.java
2 @Override
3 public void display() {
4     System.out.println("=".repeat(15));
5     System.out.println("Player Info");
6     System.out.println("=".repeat(15));
7     System.out.println("Level: " + level);
8     super.display();
9     System.out.println("=".repeat(15));
10    System.out.println();
11 }
```