***Culminating Ideas:***

Option 1: Fantasy Adventure Escape

1. Choose character
2. Character good at fighting 1 on 1s
3. Character that has an amazing talent for swimming
4. Character that can use small magic tricks
5. Character that has immense strength
6. Break out from capturers or go where they want

CH1) a) Breakout and fight to the death

b) Go along

CH2) a) Breakout and die

b) Go along

CH3) a) Breakout and die

b) Go along

CH4) a) Breakout and be free

b) Go along

3. Capturers try to push you off cliff into a raging ocean, either jump or try to escape

CH1) a) Fight to the death

b) Jump and drown

CH2) a) Fight and die

b) Jump and swim away

CH3) a) Trick and run away

b) Jump and drown

CH4) a) Fight and be free

b) Jump and swim away

Option 2: Hand to hand combat

1. Fight starts and the enemy runs at you and throws a right-hook
2. If block, successfully block and continue
3. If punch, get punched
4. Immediately punch, then get knocked out [LOSE]
5. Weave, then land right hook [WIN]
6. Enemy is going to punch into your gut using his left fist
7. If take the hit, land a one-two
8. If going for grabbing the fist, get punched in the face
9. Let yourself pass out [LOSE]
10. Don’t give up

Ai) LAND A KAMEHAMHEHAAAAA [WIN]

1. Enemy counters
2. Parry fist and land killer blow
3. Enemy weaves and counters, try dodging [LOSE]
4. Counter back [WIN]

***Planning Out Diagram:***

A screenshot of a computer screen

Description automatically generated

***Typing Out the Code:***

GitHub URL - <https://github.com/MichaelG-design/MichaelG-Assignment1>