Donovan Fitzpatrick (Git:Dfitz23) Vivian Grev (Git:vgrev01) Mikel Reyes (Git:MikelReyes)
Git Link: https://github.com/MikelReyes/sad_rat_game.git

Method/Function	Primary Author	Techniques Demonstrated
Rat King, Battle, Attack, Turn	Donovan Fitzpatrick	Magic Methods other than __init__, f-strings containing expressions
Storyline_files, parse args	Vivian Grev	With statements, ArgumentParser
Magic/Sharp/Shooty/Naked/RatFu/MiniBoss Classes	Mikel Reyes	super(), conditional expressions

- An explanation of the purpose of each file in your repository:
  - Each text file in the repository is there to read out what each character is doing when you choose it for the battle
  - We also have one text file that prints out every time you run a battle, no matter which character you use. This is describing the scenario for battle with the Rat King.
- Clear instructions on how to run your program from the command line:
  - To run the game, type in "python sad_game.py --name "Vivian"" or whatever name you want. If you have a Mac, use python3
- Clear instructions on how to use your program and/or interpret the output of the program, as applicable:
  - Make sure you have the game and the txt files all saved in the same folder that you use to run programs.
  - The program will prompt you to choose the character you want to fight with. Do this by typing in the number corresponding to the class that will be displayed in the terminal.
  - Then, you are going to fight one of the Mini Bosses before getting to the Rat King. You will see that your health is at 100 and theirs is at 25. Once you defeat them, you will face the Rat King, whose health is at 100. Your health persists through all fights.
  - In order to fight each of the villains, you will choose from a list of the character's powers that they can use to fight the enemy. They are listed 1, 2, 3 with the name of the power and damage that it does in the terminal. You will select the number corresponding to the power that you want to use
  - You will continue to do this until the game ends. You will see the attack you did and the attack the enemy did, and how much damage each part received. The game ends when either you or the Rat King dies.

References

https://codereview.stackexchange.com/questions/100852/pok%C3%A9mon-style-battle-game
- (Donovan Fitzpatrick) Reference code used to get an idea of how the different classes (character, turn, attack) can be used and called in an instance of the battle class.