Combat

Reward Player

Combat flow:

- Start → initialize_combat → **enemy health > 0**
  - **False** → reward Player → Print gained loot → END
  - **True** → Player block = 0, Player energy = Max → Show enemy intent → Pick action from list → Print enemy intent → Players turn → Player energy = 3 → draw 3 cards → **Current energy > 0, enemy health > 0**
    - **False** → Start enemy turn → Action = intended action → apply enemy action → Print enemy action
    - **True** → Print current hand → Print Player Stats → Get player input → **if input == valid**
      - **True** → Check if enough energy for card → **enough energy?**
        - **False** → Print not enough energy
        - **True** → apply Player action → Print Player action
      - **False** → Print invalid input

Reward Player flow:

- START → Gold = 15-25 → Gold *= enemy difficulty → Player_gold += gold

Nodes:
- Start
- initialize_combat
- enemy health > 0
- reward Player
- Print gained loot
- END
- Player block = 0 / Player energy = Max
- Show enemy intent
- Pick action from list
- Print enemy intent
- Players turn
- Player energy = 3
- draw 3 cards
- Current energy > 0 / enemy health > 0
- Start enemy turn
- Action = intended action
- apply enemy action
- Print enemy action
- Print current hand
- Print Player Stats
- Get player input
- if input == valid
- Print invalid input
- Check if enough energy for card
- enough energy?
- Print not enough energy
- apply Player action
- Print Player action
- START
- Gold = 15-25
- Gold *= enemy difficulty
- Player_gold += gold