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#include <iostream>
#include <cmath>
#include <stdio.h>
#include <windows.h>

using namespace std;

int main() {

    cout << "Welcome to Problem solving 5b" << endl;

    cout << "<>" << endl; // Design of the main character


    char userChoice;
    char Power;

    int CharacterLive = 100;
    int EnemiesLive = 100;


    cout << "Choose the name of your character " << endl;
    cin >> userChoice;


    cout << "Choose the power of your character " << endl;
    cout << "\t1) Strong" << endl;
    cout << "\t2) Elasticity" << endl;
    cout << "\t3) Speed" << endl;
    cout << "\t4) Gravity" << endl;
    cin >> Power;

    enum ELEMENT_CHOICE {

        Strong = 0,
        Elasticity = 1,
        Speed = 2,
        Gravity = 3,
    };

    switch (Power) {

    case 0:
    {
        cout << "The power that " << userChoice << " has is Strong" <<
endl;

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    }
    case 1:
    {
        cout << "The power that " << userChoice << "has is Elasticity"
<< endl;

    }

    case 2:
    {
        cout << "The power that " << userChoice << " has is Speed" <<
endl;
    }

    case 3:
    {
        cout << "The power that " << userChoice << " has is Gravity"
<< endl;
    }

}

int x, y;
if (kbhit()) { // Movement of the character when we press a bottom
    char key = getch();
    if (key == 'D')
        cout << x++; //Move to the right
    if (key == 'A')
        cout << x--; // Move to the left
}

for (int diamonds = 0; diamonds < 100; diamonds++) {

    cout << "Collect all the diamonds you can"<<endl;
    diamonds++;
    cout << "*" << endl; //Design of the diamonds.
    HANDLE character;

    character = GetStdHandle(STD_OUTPUT_HANDLE); //Getting
control of the console

    SetConsoleCursorPosition(character,diamondPs ); //The
coordinates of the element
    COORD diamondPs;
    diamondPs.X = 6; //The diamonds are in the position X
    diamondPs.Y = 7; // These diamonds are in the position Y

}

if (CharacterLive<1) {
    cout << "Game Over" << endl;
}

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    }

    int Strong = 25;
    int Elasticity = 30;

    if (EnemiesLive > Strong) { //If the enemy is been hitted by this
power      cout << EnemiesLive - 25;
    }

    if (EnemiesLive > Elasticity) {
        cout << EnemiesLive - 30;
    }

    /*References:
https://www.youtube.com/watch?v=UUZ25WTJ8Ro&list=PLpOqH6AE0tNj8W0EGpoGG2C
    EMDJTt4ihZ&index=3 (Videos 1-3)
    https://www.youtube.com/watch?v=jhgFa8i7LV0
    */

    return(0);
}

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