



HOW IT WORK ?



CHOOSE YOUR FIGHTER

Thanks to Bool var (checkCategory), print a switch proposition with "care/attack" with attacker

CHEST TIME

Integration with a random.int in numbers value (in 1...3).

If var randomNumberChest is 2, then take a random Weapon in an Array, and update object parameters : Weapon/Strength as new value.



RANDOM FETICH NUMBER

Use your special Action !

Integration with Bool var specialFetichAction and a random.int in numbers value (in 1...6)

Then, look at the fighter's fetich number, and category, and execute his special attack method.



CHOOSE WHO RECEIVES

Thanks to Bool var (checkCategory), print a switch proposition with "care/attack" on "defender/attacker"

BONUS ZONE

FATAL ACTION
OR
DISASTER ACTION

Thanks to a Random.int in (1...20), if you're result is 1 or 19 : UNLUCKY OR LUCKY ACTION are chosen in an Array. Depend of a Bool Var checkCategory (care/attack)

All the fighters are objects.

They are created thanks to Class Fighter and inheritance class (Warrior, Dwarf, Colossus, Wizard).

historyPrint is an object of HISTORY CLASS.

All the actions update the value of this object

At the end of each turn, actionPrint method is called to print all the actions.



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1
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3
RANDOM FETICH NUMBER

Use your special Action !

Integration with Bool var specialFetichAction and a random.int in numbers value (in 1...6)

Compare to Object fighter's fetich number, and category (stock in Array) and call Fighter.specialattack method.

4
CHOOSE WHO RECEIVES

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5
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WANHAMMER