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PROJET 3 : WANHAMMER

UN COMBAT ENTRE 2 USER / 3 FIGHTERS DANS LE TERMINAL

Project 3 OPC iOS : READ ME

# WanHammer

First Game with XCODE Swift - Project 3 - OpenClassRoom's

Welcome to the WanHammer Game :

WanHammer is a Terminal Battle between 2 teaMs

Each Team have 3 Fighters

LifePoints, Strength, Weapons, and Special Attack depending of the fighter's category and a fetich number ! :)

# Warrior :

LifePoints : 100

Strengh : 10

Spécial Attack : Double Attack

# Dwarf :

LifePoints : 80

Strengh : 20

Spécial Attack : Double Damage

# Colossus :

LifePoints : 200

Strengh : 5

Spécial Attack : Fear (opponent lost his round)

# Wizard :

LifePoints : 125

Strengh (care) : 10

Spécial Attack : FireBall ! (Damage 10 on each opponent, or 15/30 if one of the is dead)

Also : In WanHammer, there is a random BONUS ZONE :

If your fighter is lucky : He can make a lot of damages in the same round

If not....He can make a lot of damages on his team !!

ENJOY IT !

Games Rules :

# First step :

Choose Your :

- User Name

- Team Name

- 3 Fighters (Human || dwarf || magician || Colossus)

- Favorite Number between 1 and 5

# Second Step :

The Battle !

- Have a look on the LifePoints of each team and Fighters.

- Have a look on the last action

- You have to choose which fighter does an action

# CHEST ZONE :

- Sometimes, you have to change your weapon/care at the beginning of the round

# DAMAGE :

- You have to choose on which opponent the action will be done

# FETICH ZONE :

If your fetich number is active ? Then The special attack will be executed.

# BONUS ZONE :

If your fighter is lucky : He can make a lot of damages in the same round

If not....He can make a lot of damages on his team !!

# END OF THE GAME :

If your fighter's life points fall down to 0 : he's dead

When 3 fighters of one team are dead, the WanHammer is done !

Then you can ask for your revenge or end the game

SORRY FOR MY ENGLISH ;). I'm begginer

COLLABORATE :

- I'm student, so I have to practice and build this game alone

- You can fork this project

- Create a new branch "Develop" + "Nickname"

- Be clear on your Commit

- Give me a pull request

Enjoy ;)