Dragon Scene:

Oh no! Dragon! Watch out! What do you wanna do??

1 – Fight!

1 – Sword

2 – Bare Hand

2 – Sneak…

switch(num)

case 1:

if(hasSword)

player slayed the dragon with his sword

else if(player strength > dragon)

player slayed the dragon with his might

else

player failed, and died

case 2:

if (player stealth < dragon)

player sneaked past the dragon

else

player failed, dragon started fighting player

if(player strength > dragon)

player slayed the dragon with his might