Rizky Hardian Nor
2109106059
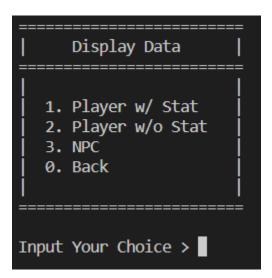
Posttest 6 Praktikum Pemrograman Berbasis Objek

SS Program

Masuk ke Menu

```
==========================
|      Data Game RPG      |
==========================
|                         |
|   1. Display Data       |
|   2. Create Data        |
|   3. Edit Data          |
|   4. Delete Data        |
|   5. Battle             |
|   0. Exit Program       |
|                         |
==========================

Input Your Choice > █
```

Lihat Data

```
==========================
|      Display Data       |
==========================
|                         |
|   1. Player w/ Stat     |
|   2. Player w/o Stat    |
|   3. NPC                |
|   0. Back               |
|                         |
==========================

Input Your Choice > █
```

Lihat Data Player dengan Stat

```
=========================
    Player 1

Name      : Tito
Gender    : Male
Role      : Sword Master

Stat Player
Level     :5
Health    :100
Strength  :80

=========================

    Player 2

Name      : Kirito
Gender    : Male
Role      : Swordman

Stat Player
Level     :10
Health    :100
Strength  :100

=========================
```

Lihat Data Player Tanpa Stat

```
==========================
    Player 1

 Name       : Tito
 Gender     : Male
 Role       : Sword Master

==========================

    Player 2

 Name       : Kirito
 Gender     : Male
 Role       : Swordman

==========================
```

Lihat Data NPC

```
=========================

    NPC 1

 Name        : Dimas
 Gender      : Male
 Job         : Merchant
 Age         : 20

 "Out of stock..."

=========================

    NPC 2

 Name        : Eko
 Gender      : Male
 Job         : Hunter
 Age         : 25

 "There are bandits in that forest..."

=========================
```

```
=========================
   NPC 3

  Name      : Wahyu
  Gender    : Male
  Job       : Farmer
  Age       : 16

 "Abundant harvest..."

=========================

   NPC 4

  Name      : Yudi
  Gender    : Male
  Job       : Adventurer
  Age       : 50

 "I found an interesting treasure..."

=========================
```

Tambah Data

```
=========================
|      Create Data        |
=========================
|                         |
|   1. Player             |
|   2. NPC                |
|   0. Back               |
|                         |
=========================

Input Your Choice > █
```

Tambah Data Player

```
Input Name     > Basuki
Input Role     > Berserker
Input Gender   > Male
Input Level    > 35
Input Health   > 350
Input Strength > 236
```

Tambah Data NPC

```
Input Name   > Lula
Input Job    > Farmer
Input Gender > Female
Input Age    > 12
Input Dialog > Can i help you?
```

Edit Data

```
=========================
|      Update Data       |
=========================
|                        |
|  1. Player             |
|  2. NPC                |
|  0. Back               |
|                        |
=========================
```
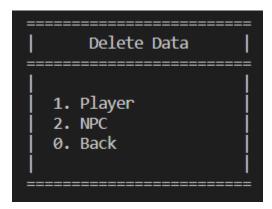
Edit Data Player

```
Input Player Name > Tito
Input New Name     > Titonium
Input New Role     > Swordmaster
Input New Gender   > Male
Input New Level    > 50
Input New Health   > 850
Input New Strength > 455

>Success Edit Player<
```

Edit Data NPC

```
Input NPC Name > Eko
Input New Name   > Mas Eko
Input New Job    > Merchant
Input New Gender > Male
Input New Age    > 50
Input New Dialog > anything is negotiable

>Success Edit NPC<
```

Hapus Data

```
==========================
|        Delete Data       |
==========================
|                          |
|   1. Player              |
|   2. NPC                 |
|   0. Back                |
|                          |
==========================
```

Hapus Data Player

```
Input Player Name > Kirito

>Success Delete Player<
```

Battle Player

```
Input Player Name > Kirito
Input Target Name > Tito
Kirito attack Tito with 100 damage points!
Tito take 100 damage points.
Tito is dead!
```