

The point of my video game is to be able to battle a monster that gets randomly generated with each monster having different levels of health and having the player be able to choose between different weapons that do different ranges of damage. The player has to be careful because the monster that gets randomly generated can attack them too, so depending on what monster they get, and what weapon they choose will determine if they will lose or win the game.

Some of my AI prompts put through ChatGBT:

- Can you help me make a video game using JS
- Let's work on a video game that has the player and a monster
- Can we make another class?
- Can you tell me more on how monsterFactory would work
- Can you go into more detail of each line of code to help me understand
- Can you make different monsters like dragons and goblins
- I'd like to change it so it's easiest to kill the goblin, hard to kill the centaur and difficult to kill the dragon
- Can we add a class that lets the user pick a weapon to kill the monster with, and with each weapon it can do different amounts of damage through a range? For example: a sword can do random damage between 20-25. And have the monsters been able to attack you back? so like if you only do 20 damage, a dragon can do 50 damage and kill you in two rounds
- Add weapon and player class to my js
- Do I need to make a new class, do I add this to the weapon class or does this information go into my p5.game.js. Where do i define the kind of weapons i want in the game
- can you help me move on to my next file and help me start coding my p5-game.js
- adding a "play round" and having a button contributes to my requirement of this right?: Your client must have at least one button that results in an API call to the server, must send and receive JSON, and display some type of result by updating the browser.
- the first error i get is it says "application is not defined"
- analyze the code in terms of the game's framework. it's got everything needed?
- the weapons drop down isn't showing me any options
- in script.js, where do you define the port/url for the fetch/.
- This returns the weapons on the browser but the game is not showing the options in the dropdown
http://localhost:4000/weapons

Monster Battle Game

Enter Your Name:

Choose Your Weapon:

The Blade of Bloodlust (20-25 dmg)

Start Game

Monster Battle Game

Enter Your Name:

Choose Your Weapon:

The Blade of Bloodlust (20-25 dmg)

Start Game

Battle Log

With The Blade of Bloodlust. Get ready to fight a Centaur, good luck! You might need it...

Play Round

Restart Game

Monster Battle Game

Enter Your Name:

Choose Your Weapon:

The Blade of Bloodlust (20-25 dmg)

Start Game

Battle Log

With The Blade of Bloodlust. Get ready to fight a Centaur, good luck! You might need it...

You strike the Centaur. 24 damage was dealt.

The Centaur attacks back! You take 12 damage.

Your health: 88

Monster life: 42

You strike the Centaur. 21 damage was dealt.

The Centaur attacks back! You take 12 damage.

Your health: 76

Monster life: 21

Play Round

Restart Game

Monster Battle Game

Enter Your Name:

Choose Your Weapon: The Warrior's Unholy Battle Axe (10-30 dmg) ▾

Battle Log

With The Warrior's Unholy Battle Axe. Get ready to fight a Goblin, good luck! You might need it...

You strike the Goblin. 23 damage was dealt.

You killed the Goblin.

Your health: 100

Monster life: 24