THIS IS A DICE ROLL GAME

Specifications Met;

Name of the 6 Variables= STR, DEX, CON, INT, WIS, CHA.

A prompt message is displayed for user to enter the Level. Level is expected to be between 1 to 20. If the Level is more than 20 or less than 0, prompt the message to enter the proper Level again. Repeat this until the expected condition is met.

List of 12 classes are displayed through file handling (read from character.txt). Where player has the advance to choose their favorite class.

After the player is choose, 4 different roll methods are displayed.

1. By user manually entering the stats.
2. Roll 4d6 and discard the lowest.
3. Roll 4d6 and discard the lowest, if the sum of the stats is 16 or more add another 1d6.
4. Roll method IX.

Along with the stats hitpoints are also displayed.

Formulae to calculate hitpoints: As ConBonus is used, ConBonus has to checked if it is an negative or positive value. If it is negative**, Hitpoints=1*Level** else if its is positive **Hitpoints= Character.Hitdie + ConBouns**

Stats are rolled and displayed according to the same method choose by the player.

A message asking if the user is happy with the stats displayed or wants to reroll again is prompt. If happy proceed to check the bonus or repeat the task to reroll again.

Formulae to calculate BONUS: Bonus= (Stats Value/2)-5

If user is happy, Skills are read and displayed from the skills.txt file. In which user can choose the number of skills equal to the level entered.

Display a prompt message for the player to enter his/her name.

Once entered display the level choose, character choose, skills choose, Stats choose, BAB, Combat, Damage, Skill points.

Formulae to calculate BAB:

1. Combat oriented (class): Barbarian, Druid, Paladin, and Sorcerer | BAB=Level
2. Combat average(class): Bard, Fighter, Ranger, and Warlock | BAB= (Level*3)/4
3. Combat adverse(class): Cleric, Monk, Rogue, and Wizard | BAB=Level/2

Formulae to calculate combat: Combat= BAB+ StrBonus

Formulae to calculate damage: Damage= StrBonus

Formula to calculate Skill points: IntBonus has to checked if it is negative or positive, if negative **Skill points=1*Level** else if positive skill points have respective formulae for respective level and character (given is player guide book dnd)

Again prompt if the player whether he/ she wants to save it in a text file (level choose, character choose, skills choose, Stats choose, BAB, Combat, Damage, Skill points.) or wants to play again.

If player request to play again repeat the program again and again until player gets satisfied to save and end the program.