

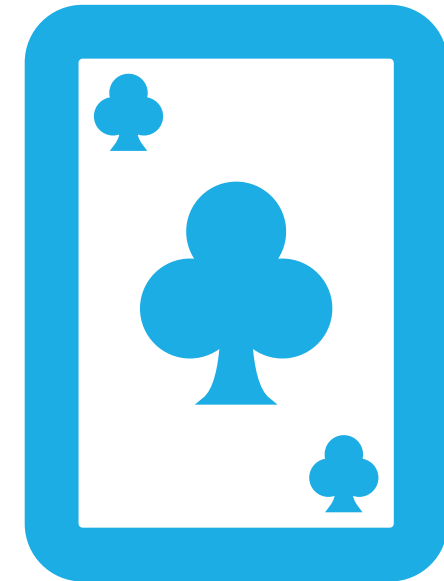
# DRAGON FIGHTING GUI GAME



- Q] 1.4]
- COMPONENTS USED IN THE GAME :
- On forms I utilised the button feature which would essentially help the user/gamer to be able to save the character that they selected in this the case the dragon of the choice being that the gamer has 4 choices if dragons to which are the fire wind, water and earth dragon. I also used the labelling feature which used to indicate the two different players of the game, player 1 and player 2 I then used group boxes in order to separate the players screen in order for them to choose the dragon of their liking , in order to make my Gui look nice i used properties' of each input and added backgrounds of each elements since the dragons are in their own elemental category i also used functions in the tool box such as the combo box to which it allows the game to display the permitted values another feature the was used was the rich text box to which it allows me to enter all the stats of the dragons including the attack health and special attacks , the numerickupdown button also played a pivotal role in showcasing the decreasing of each dragons health with each attack .

# FUNCTIONALITY OF THE GAME

- Dragon fighting is a Gui generated game using simple pseudocode it involves two in which they both enter their names then the players carefully select the dragon of the choice , these choices include the wind dragon earth dragon fire dragon as well as the water dragon each dragon posses certain skills to which the have different skills and special moves which the player can use against their opponent to win the game the game proceeds to display the health decreasing with each attack its a strategy game so you also required to anticipate your opponent moves in order to win the game



# Rules of the game

- Player is required to enter their name.
- Player is required to select their preferred dragon.
- Player is required to choose whether to attack block or to use their special moves
- Stamina decreases more after a special move is used.
- Players need to build up their special move by attacking .