ADVENTURE APP

* ASK FOR CHARACTER NAME AND CLASS
* START THE ADVENTURE
* CHOOSE THE STEPS TO DO
* END THE ADVENTURE

PLAYER = MENU

ATTRIBUTES ACTIONS

CHARACTERS = ARRAY OF PLAYERS ADD PLAYERS AND

MONSTERS (NAME)

DISPLAY THE PLAYERS

GET HEALTH()

GET STRENGTH()

* PLAYERS CLASS = MENUITEM

ATTRIBUTE ACTIONS

NAME = STRING DISPLAY PLAYER

HEALTH = INT

STRENGTH = INT

ENEMY = MENUITEM

ATTRIBUTE ACTIONS

NAME = STRING DISPLAY MONSTERS

DAMAGE = INT

SCRIPT = CAFE

ATTRIBUTE ACTION

CLASS CHARACTER DISPLAY WELCOME AND NAME

CLASS NAME DISPLAY CLASS NAME AND ITS CHARACTERISTICS

STORY DISPLAY THE STORY

GETS PLAYER()

GETS MONSTER()