**Objective**

For this program, you will be writing parts of a text based RPG. The program will allow the user to choose different monsters to face. The game will end once the final boss is defeated, or if the user dies.

**Program Background**

In this RPG, the user plays a hero who enters the Computer Realm to fight viruses. The user starts with a certain amount of strength, intelligence, hit points (health), and magic points. When the game starts, the user is asked to enter their name. Their stats are then displayed on the screen. As the user starts their journey, they will run into a monster, forcing the user to engage in battle. If the user dies, (their hit points go to 0), then the game will end.

After downloading the starter code here: <http://logicfusion.ca/courses/page/P1>, please complete the following tasks:

1. Write a loop to allow the user to keep on choosing monsters to fight until the user has died, and end the loop if the user defeats the final boss (Hint: use break;) (1.5 marks)
2. Allow the user to choose from 3 different monsters to fight (these monsters should each have different stats) (1 mark)
3. Display the action chosen by the user, and write the conditions and what happens when the user chooses these actions on the menu
   * Attack (user attacks the monster; monster hit points should decrease by hero strength)

(1 mark)

* + Defend (user doesn’t attack, but gets hurt by the monster; user hit points should decreased by monster strength) (1 mark)
  + Heal (user heals his/her health, but must have enough magic points to do so; user hit points should increase) (1.5 marks)
  + Run Away (display a message telling the user that they failed to run away) (1 mark)

1. Display the hit points of the user and monster after each round of battle. (1 mark)
2. Make sure the user cannot enter anything besides 1, 2, 3, or 4 for the battles, and force them to re-enter if they do. (1 mark)
3. Display a message telling the user if he/she won or lost when their health points have reached 0, or when the final boss has been defeated. (1 mark)

Total Mark: /10

\*\*Note: Look at the blue comments. It will give you hints on where to write code for some of the tasks, and inform you on what you should/should not change.\*\*

**Your completed program should output and display something like this:**

**(note: *italicized* words are user input)**

Welcome, brave warrior! This computer needs your help! There are potential virus threats lurking everywhere inside! You are the chosen one, so please save the Computer Realm from these threats, and defeat the evil Trojan Horse Virus Boss!

Please choose your hero’s stats, remember this will affect you later on in the game!

*AntiVirus*



Your hero stats are as follows:

Name : AntiVirus

Strength 5

Intelligence 10

Now prepare for your journey!

........................................................

!!You encounter a PopUpAd!!

Prepare for battle!

What are you going to do, AntiVirus?

1 - attack

2 - defend

3 - heal

4 - run away *1*

AntiVirus attacked the PopUpAd

PopUpAd attacks AntiVirus

You have 5 hit points left.

The PopUpAd has 5 hit points left.

What are you going to do, AntiVirus?

1 - attack

2 - defend

3 - heal

4 - run away *3*

AntiVirus used heal and regained some health.

What are you going to do, AntiVirus?

1 - attack

2 - defend

3 - heal

4 - run away *1*

AntiVirus attacked the PopUpAd

PopUpAd attacks AntiVirus

You have 10 hit points left.

The PopUpAd has 0 hit points left.

Which Monster would you like to fight next?

1 - PopUpAd

2 - Small Virus

3 - Trojan Horse Virus Boss

*……etc.*