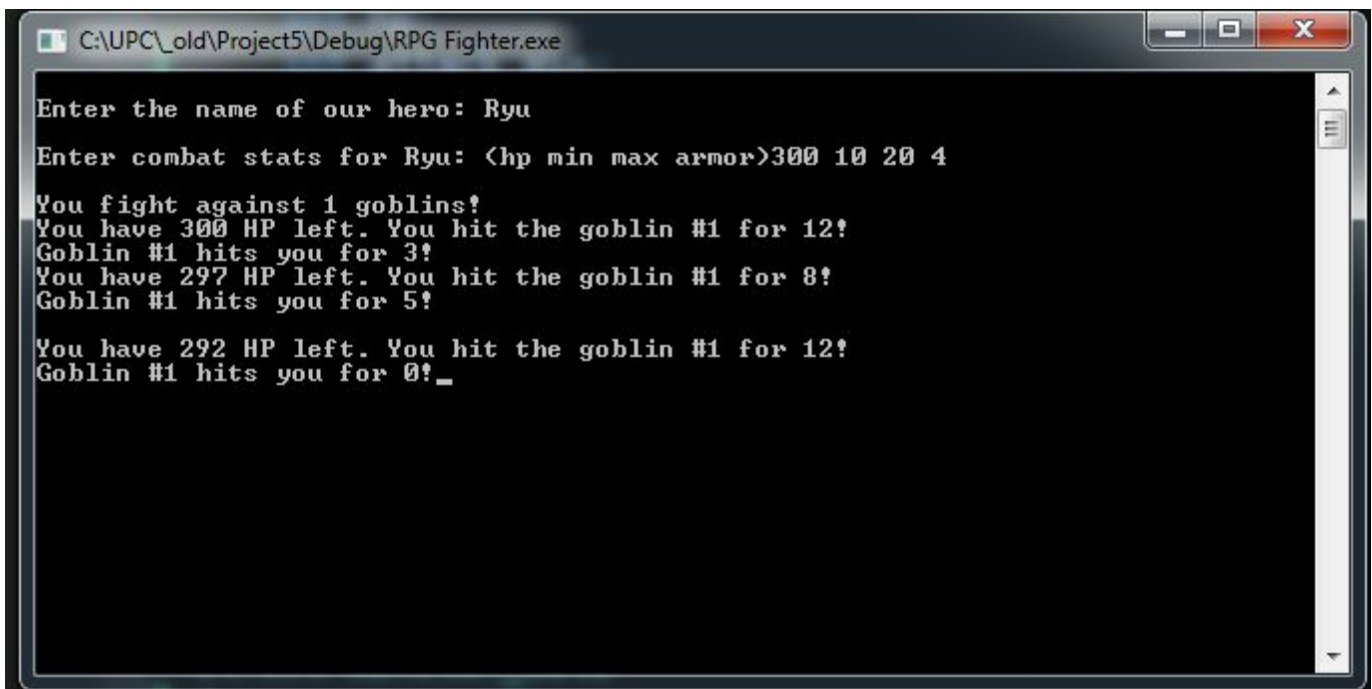


RPG Fighter

Create an RPG simulator where our hero must fight waves of goblins trying to kill him. Those are the rules to follow:

- The game should request to you the name of our hero and his initial stats
- Each round any number between 1 to 6 goblins attack the player (use dynamic memory allocation)
- Each goblin stats should be generated randomly
- Use three files: main.c ,creature.h and creature.c
- Combat is automatic:
 - There is a damage roll since goblins and player should have a random margin on attack
 - The armor is subtracted and those are the hit points it receives.
 - Stop it on every attack with getchar()
 - Player should attack a random goblin each time
 - Player should collect automatically gold and xp immediately after death
 - Game exits immediately if the player is below 0 on HP
 - It should print player coin and experience



```
C:\UPC\old\Project5\Debug\RPG Fighter.exe

Enter the name of our hero: Ryu
Enter combat stats for Ryu: <hp min max armor>300 10 20 4
You fight against 1 goblins!
You have 300 HP left. You hit the goblin #1 for 12!
Goblin #1 hits you for 3!
You have 297 HP left. You hit the goblin #1 for 8!
Goblin #1 hits you for 5!
You have 292 HP left. You hit the goblin #1 for 12!
Goblin #1 hits you for 0!_
```

When you are finished replicating this solution add **two** improvements of your own. Discuss your idea before with the professor before implementing it.

Examples:

- Before finishing print stats about how many goblins, average damage, total coins looted, etc.
- Add a progression system, where our hero goes up a level when enough xp are achieved.
- Make the goblins more difficult over time (level 2 goblins ?)
- Make that a goblin can randomly drop a magical weapon that increases player attack and/or armor
- Add a special attack for the player that can use every X rounds of combat that delivers damage to all goblins at once.
- Create a goblin chief that appears randomly and has higher stats.