Tyler Biggert

Instructor: Merlino

COP1000 70625

Final Project Pseudocode

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**KICK PUNCH BLOCK  
PSUEDOCODE**

* Print out game introduction and features.
* Player1 picks a country to fight in:
  1. Put the country choices in a list.
  2. Sort the list alphabetically.
  3. Print out the country choices.
  4. Ask Player1 what country they want to fight in.
  5. Player1 enters choice.
  6. Compare Player1’s input with the list of countries.
  7. Set the opponent’s name dependent on what country is chosen.
  8. If a country from the list is not chosen, repeat from step 3.
* Player1 chooses one or two players:

1. Ask user to enter 1 for one player or 2 for two players.
2. Player1 inputs choice.
3. Set game to multiplayer if user enters 2.

* User(s) select fighter names:

1. Put fighter names in a list.
2. Sort the list alphabetically.
3. Print out the fighter names.
4. Ask Player1 to select a fighter name.
5. Compare Player1’s input with each name in the list.
6. If the user input doesn’t match any names, repeat from step 3.
7. If the game is multiplayer:
   * 1. Put different names in a separate list.
     2. Sort the list alphabetically.
     3. Print out the fighter names.
     4. Ask Player2 to select a fighter name.
     5. Compare Player2’s input with each name in the list.
     6. If the user input doesn’t match any names repeat from step c.

* Repeat the following while both fighter’s health is above 0:

1. Print out round number, fighter’s health, instructions.
2. Prompt Player1 to enter an action.
3. If the game is multiplayer prompt Player2 to enter an action.
   * 1. Otherwise randomly assign an action for the opponent.
4. Compare the actions(KICK counters BLOCK, PUNCH counters KICK, BLOCK counters PUNCH):
   * 1. Check if Player1’s action countered, tied, or lost to the opponent’s action.
     2. Check who will take damage.
     3. Print out a description of the action.
5. Update the fighter’s health if they are hurt:
   * 1. Generate a random number depending on the game’s difficulty.
     2. If action was a counter, multiply damage by the multiplier.
     3. Subtract their current health by the total damage.
6. If a fighter’s health is now below zero:
   * 1. Print out a count from one to ten.
     2. Print out the current round number.
     3. Print out the other fighter won.
7. Add one to the round number.