**package** KickPunchBlockProject;

**import** java.util.Scanner;

**public** **class** KickPunchBlockProject

{

// Creates scanner object

**static** Scanner *input* = **new** Scanner(System.***in***);

// Static because variables are not used in a constructor

**static** String *fighterName* = "";

**static** String *opponentName* = "";

**static** String *country* = "";

**static** String *countryUpperCase* = "";

**static** **boolean** *opponentHurt* = **false**;

**static** **boolean** *fighterHurt* = **false**;

**static** **boolean** *counterAttack* = **false**;

**static** **int** *fighterHealth* = 100;

**static** **int** *opponentHealth* = 100;

**static** **int** *roundNumber* = 1;

**static** **final** **int** ***DAMAGE\_MULTIPLIER*** = 2;

**static** **int** *damageRoll*;

**static** **int** *fighterAction*;

**static** **int** *opponentAction*;

**public** **static** **void** main(String[] args)

{

*Introduction*();

*PickCountry*();

*Fight*();

}

// Fight loop

**private** **static** **void** Fight()

{

**do**

{

// Actions and base damage

*Actions*();

// Fighter kicks opponent kicks

**if** (*fighterAction* == 1 && *opponentAction* == 1)

{

*PrintBorder*();

System.***out***.println("Announcer says, \"" + *fighterName* + " and " + *opponentName* + " smash their shins together!\"");

*opponentHurt* = **true**;

*fighterHurt* = **true**;

}

// Fighter kicks opponent punches

**if** (*fighterAction* == 1 && *opponentAction* == 2)

{

*PrintBorder*();

System.***out***.println("Announcer says, \"" + *opponentName* + " gives a big uppercut to " + *fighterName* + "!\"");

*fighterHurt* = **true**;

*counterAttack* = **true**;

}

// Fighter kicks opponent blocks

**if** (*fighterAction* == 1 && *opponentAction* == 3)

{

*PrintBorder*();

System.***out***.println("Announcer says, \"" + *opponentName* + " takes a big kick to the ribs from " + *fighterName* + "!\"");

*opponentHurt* = **true**;

*counterAttack* = **true**;

}

// Fighter punches opponent kicks

**if** (*fighterAction* == 2 && *opponentAction* == 1)

{

*PrintBorder*();

System.***out***.println("Announcer says, \"" + *fighterName* + " gives a big uppercut to " + *opponentName* + "!");

*opponentHurt* = **true**;

*counterAttack* = **true**;

}

// Fighter punches opponent punches

**if** (*fighterAction* == 2 && *opponentAction* == 2)

{

*PrintBorder*();

System.***out***.println("Announcer says, \"" + *fighterName* + " and " + *opponentName* + " exchange quick jabs!\"");

*opponentHurt* = **true**;

*fighterHurt* = **true**;

}

// Fighter punches opponent blocks

**if** (*fighterAction* == 2 && *opponentAction* == 3)

{

*PrintBorder*();

System.***out***.println("Announcer says, \"" + *opponentName* + " parries the punch and deals big damage to " + *fighterName* + "!\"");

*fighterHurt* = **true**;

*counterAttack* = **true**;

}

// Fighter blocks opponent kicks

**if** (*fighterAction* == 3 && *opponentAction* == 1)

{

*PrintBorder*();

System.***out***.println("Announcer says, \"" + *fighterName* + " takes a big kick to the ribs from " + *opponentName* + "!\"");

*fighterHurt* = **true**;

*counterAttack* = **true**;

}

// Fighter blocks opponent punches

**if** (*fighterAction* == 3 && *opponentAction* == 2)

{

*PrintBorder*();

System.***out***.println("Announcer says, \"" + *fighterName* + " parries the punch and deals big damage to " + *opponentName* + "!\"");

*opponentHurt* = **true**;

*counterAttack* = **true**;

}

// Both block

**if** (*fighterAction* == 3 && *opponentAction* == 3)

{

*PrintBorder*();

System.***out***.println("Announcer says, \"Both fighters stand still, waiting for the other to make a move!\"");

}

// Update health then check if health is less than zero

*UpdateHealth*();

*CheckForKnockout*();

// Reset for next round

*opponentHurt* = **false**;

*fighterHurt* = **false**;

*counterAttack* = **false**;

*roundNumber*++;

} **while** (*fighterHealth* > 0 && *opponentHealth* > 0);

}

// Prints border

**private** **static** **void** PrintBorder()

{

System.***out***.println("================================================================================");

}

// Check for knock out

**private** **static** **void** CheckForKnockout()

{

// Check fighter health

**if** (*fighterHealth* <= 0)

{

System.***out***.println("\*DING\* \*DING\* \*DING\* The match is over in round number " + *roundNumber* + "!!\n" + *fighterName* + " was knocked out, and " + *opponentName* + " still had " + *opponentHealth* + " health left! \nBetter luck next time!!!");

}

// Check opponent heath

**if** (*opponentHealth* <= 0)

{

System.***out***.println("\*DING\* \*DING\* \*DING\* The match is over in round number " + *roundNumber* + "!! \n" + *fighterName* + " knocked out " + *opponentName* + "! \nCONGRATULATIONS!!!");

}

}

// Update health

**private** **static** **void** UpdateHealth()

{

**if** (*counterAttack*)

{

**if** (*fighterHurt*) *fighterHealth* -= *damageRoll* \* ***DAMAGE\_MULTIPLIER***;

**if** (*opponentHurt*) *opponentHealth* -= *damageRoll* \* ***DAMAGE\_MULTIPLIER***;

}

**else**

{

**if** (*fighterHurt*) *fighterHealth* -= *damageRoll*;

**if** (*opponentHurt*) *opponentHealth* -= *damageRoll*;

}

}

// Calculate actions and damage

**private** **static** **void** Actions()

{

System.***out***.print("Round Number " + *roundNumber* + "!\n" + *fighterName* + " has " + *fighterHealth* + " health left, and " + *opponentName* + " has " + *opponentHealth* + " health left.\nEnter 1 to kick, 2 to punch, 3 to block: ");

// Base damage for both

*damageRoll* = (**int**) (Math.*random*() \* 5 + 5);

// User and opponent pick actions

*opponentAction* = (**int**) (Math.*random*() \* 3 + 1);

*fighterAction* = *input*.nextInt();

**while** (*fighterAction* < 1 || *fighterAction* > 3 ) // Test input

{

*PrintBorder*();

System.***out***.print("What are you trying to do???\nYou can only enter 1 to kick, 2 to punch, 3 to block: ");

*fighterAction* = *input*.nextInt();

}

}

// Determines opponent's name

**private** **static** **void** PickCountry()

{

**do**

{

*PrintBorder*();

System.***out***.print("Which country would you like to fight? USA, Russia, Canada, Germany, Wakanda \nEnter the country name here: ");

*country* = *input*.nextLine();

*countryUpperCase* = *country*.toUpperCase(); // Method returns a NEW string, doesn't change old string

**switch** (*countryUpperCase*)

{

**case** "USA":

*opponentName* = "Rocky";

**break**;

**case** "RUSSIA":

*opponentName* = "Drago";

**break**;

**case** "CANADA":

*opponentName* = "Horton";

**break**;

**case** "GERMANY":

*opponentName* = "Heltzenburg";

**break**;

**case** "WAKANDA":

*opponentName* = "Black Panther";

**break**;

}

} **while** (*opponentName* == "");

}

// Introduction

**private** **static** **void** Introduction()

{

System.***out***.print("Welcome to Kick Punch Block!! \nEnter your fighter name: ");

*fighterName* = *input*.nextLine();

}

}