

	M5 ENTORNOS DE DESARROLLO		
	UF2-OPTIMIZACIÓN DE PROGRAMAS		
REFACTORIZACIÓN DE CODIGO			
Apellidos: Herraiz Foz	Nombre: Angel	Fecha:	

```

39 > void gamestarter() { ...
61
62 > int wizardaahero() { ...
66
67 > int goblinaahero() { ...
71
72 > int heroaawizard() { ...
76
77 > int heroaagoblin() { ...
81
82 > void gamestarter2() { ...
117
118 > void attackselecting() { ...
178
179 > int enemysselecting() { ...
202
203 > boolean goblinfightback() { ...
222
223 > boolean heroattackgoblin() { ...
262
263 > boolean heroattackwizard() { ...
326
327 > boolean wizardturn() { ...
346
347 > boolean herofightback() { ...
365
366 > boolean goblinturn() { ...
382
383 > void endgame() { ...
398
399 > int main() { ...

```

ANTES DE LA OPTIMIZACIÓN

Angel Herraiz

```

> void gamestarter() { ...
> void attackFunc(int& hentity, int& dentity) { ...
> void gamestarter2() { ...
> void attackselecting() { ...
> int enemysselecting() { ...
> boolean goblinfightback() { ...
> boolean heroattackgoblin() { ...
> boolean heroattackwizard() { ...
> boolean wizardturn() { ...
> boolean herofightback() { ...
> boolean goblinturn() { ...
> void attacksys() { ...
> void endgame() { ...
> int main() { ...

```

DESPUÉS DE LA OPTIMIZACIÓN

X

```

28 int wizardHP = 250;
29 int wizardDmg;
30 int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
31 bool wizardAlive;
32
33 /*GENERAL ATTRIBUTES*/
34 int turn = 0;
35 int enemyselct = 0;
36 int critpossibility;
37 int attackselct = 0;
38
39 > void gamestarter() {
40
41     int wizardaahero() {
42         heroHP = heroHP - wizardDmg;
43         return heroHP;
44     }
45
46     int goblinaahero() {
47         heroHP = heroHP - goblinDmg;
48         return heroHP;
49     }
50
51     int heroaawizard() {
52         wizardHP = wizardHP - heroDmg;
53         return wizardHP;
54     }
55
56     int heroaagoblin() {
57         goblinHP = goblinHP - heroDmg;
58         return goblinHP;
59     }
60
61 > void gamestarter2() {
62
63     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
64     bool goblinAlive;
65
66     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
67     int wizardDmg = 10;
68     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
69     bool wizardAlive;
70
71     /*GENERAL ATTRIBUTES*/
72     int turn = 0;
73     int enemyselct = 0;
74     int critpossibility;
75     int attackselct = 0;
76
77 > void gamestarter() {
78
79     int wizardaahero() {
80         heroHP = heroHP - wizardDmg;
81         return heroHP;
82     }
83
84     int goblinaahero() {
85         heroHP = heroHP - goblinDmg;
86         return heroHP;
87     }
88
89     int heroaawizard() {
90         wizardHP = wizardHP - heroDmg;
91         return wizardHP;
92     }
93
94     int heroaagoblin() {
95         goblinHP = goblinHP - heroDmg;
96         return goblinHP;
97     }
98
99 > void gamestarter2() {
100
101     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
102     bool goblinAlive;
103
104     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
105     int wizardDmg = 10;
106     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
107     bool wizardAlive;
108
109     /*GENERAL ATTRIBUTES*/
110     int turn = 0;
111     int enemyselct = 0;
112     int critpossibility;
113     int attackselct = 0;
114
115 > void gamestarter() {
116
117     int wizardaahero() {
118         heroHP = heroHP - wizardDmg;
119         return heroHP;
120     }
121
122     int goblinaahero() {
123         heroHP = heroHP - goblinDmg;
124         return heroHP;
125     }
126
127     int heroaawizard() {
128         wizardHP = wizardHP - heroDmg;
129         return wizardHP;
130     }
131
132     int heroaagoblin() {
133         goblinHP = goblinHP - heroDmg;
134         return goblinHP;
135     }
136
137 > void gamestarter2() {
138
139     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
140     bool goblinAlive;
141
142     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
143     int wizardDmg = 10;
144     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
145     bool wizardAlive;
146
147     /*GENERAL ATTRIBUTES*/
148     int turn = 0;
149     int enemyselct = 0;
150     int critpossibility;
151     int attackselct = 0;
152
153 > void gamestarter() {
154
155     int wizardaahero() {
156         heroHP = heroHP - wizardDmg;
157         return heroHP;
158     }
159
160     int goblinaahero() {
161         heroHP = heroHP - goblinDmg;
162         return heroHP;
163     }
164
165     int heroaawizard() {
166         wizardHP = wizardHP - heroDmg;
167         return wizardHP;
168     }
169
170     int heroaagoblin() {
171         goblinHP = goblinHP - heroDmg;
172         return goblinHP;
173     }
174
175 > void gamestarter2() {
176
177     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
178     bool goblinAlive;
179
180     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
181     int wizardDmg = 10;
182     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
183     bool wizardAlive;
184
185     /*GENERAL ATTRIBUTES*/
186     int turn = 0;
187     int enemyselct = 0;
188     int critpossibility;
189     int attackselct = 0;
190
191 > void gamestarter() {
192
193     int wizardaahero() {
194         heroHP = heroHP - wizardDmg;
195         return heroHP;
196     }
197
198     int goblinaahero() {
199         heroHP = heroHP - goblinDmg;
200         return heroHP;
201     }
202
203     int heroaawizard() {
204         wizardHP = wizardHP - heroDmg;
205         return wizardHP;
206     }
207
208     int heroaagoblin() {
209         goblinHP = goblinHP - heroDmg;
210         return goblinHP;
211     }
212
213 > void gamestarter2() {
214
215     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
216     bool goblinAlive;
217
218     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
219     int wizardDmg = 10;
220     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
221     bool wizardAlive;
222
223     /*GENERAL ATTRIBUTES*/
224     int turn = 0;
225     int enemyselct = 0;
226     int critpossibility;
227     int attackselct = 0;
228
229 > void gamestarter() {
230
231     int wizardaahero() {
232         heroHP = heroHP - wizardDmg;
233         return heroHP;
234     }
235
236     int goblinaahero() {
237         heroHP = heroHP - goblinDmg;
238         return heroHP;
239     }
240
241     int heroaawizard() {
242         wizardHP = wizardHP - heroDmg;
243         return wizardHP;
244     }
245
246     int heroaagoblin() {
247         goblinHP = goblinHP - heroDmg;
248         return goblinHP;
249     }
250
251 > void gamestarter2() {
252
253     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
254     bool goblinAlive;
255
256     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
257     int wizardDmg = 10;
258     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
259     bool wizardAlive;
260
261     /*GENERAL ATTRIBUTES*/
262     int turn = 0;
263     int enemyselct = 0;
264     int critpossibility;
265     int attackselct = 0;
266
267 > void gamestarter() {
268
269     int wizardaahero() {
270         heroHP = heroHP - wizardDmg;
271         return heroHP;
272     }
273
274     int goblinaahero() {
275         heroHP = heroHP - goblinDmg;
276         return heroHP;
277     }
278
279     int heroaawizard() {
280         wizardHP = wizardHP - heroDmg;
281         return wizardHP;
282     }
283
284     int heroaagoblin() {
285         goblinHP = goblinHP - heroDmg;
286         return goblinHP;
287     }
288
289 > void gamestarter2() {
290
291     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
292     bool goblinAlive;
293
294     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
295     int wizardDmg = 10;
296     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
297     bool wizardAlive;
298
299     /*GENERAL ATTRIBUTES*/
300     int turn = 0;
301     int enemyselct = 0;
302     int critpossibility;
303     int attackselct = 0;
304
305 > void gamestarter() {
306
307     int wizardaahero() {
308         heroHP = heroHP - wizardDmg;
309         return heroHP;
310     }
311
312     int goblinaahero() {
313         heroHP = heroHP - goblinDmg;
314         return heroHP;
315     }
316
317     int heroaawizard() {
318         wizardHP = wizardHP - heroDmg;
319         return wizardHP;
320     }
321
322     int heroaagoblin() {
323         goblinHP = goblinHP - heroDmg;
324         return goblinHP;
325     }
326
327 > void gamestarter2() {
328
329     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
330     bool goblinAlive;
331
332     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
333     int wizardDmg = 10;
334     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
335     bool wizardAlive;
336
337     /*GENERAL ATTRIBUTES*/
338     int turn = 0;
339     int enemyselct = 0;
340     int critpossibility;
341     int attackselct = 0;
342
343 > void gamestarter() {
344
345     int wizardaahero() {
346         heroHP = heroHP - wizardDmg;
347         return heroHP;
348     }
349
350     int goblinaahero() {
351         heroHP = heroHP - goblinDmg;
352         return heroHP;
353     }
354
355     int heroaawizard() {
356         wizardHP = wizardHP - heroDmg;
357         return wizardHP;
358     }
359
360     int heroaagoblin() {
361         goblinHP = goblinHP - heroDmg;
362         return goblinHP;
363     }
364
365 > void gamestarter2() {
366
367     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
368     bool goblinAlive;
369
370     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
371     int wizardDmg = 10;
372     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
373     bool wizardAlive;
374
375     /*GENERAL ATTRIBUTES*/
376     int turn = 0;
377     int enemyselct = 0;
378     int critpossibility;
379     int attackselct = 0;
380
381 > void gamestarter() {
382
383     int wizardaahero() {
384         heroHP = heroHP - wizardDmg;
385         return heroHP;
386     }
387
388     int goblinaahero() {
389         heroHP = heroHP - goblinDmg;
390         return heroHP;
391     }
392
393     int heroaawizard() {
394         wizardHP = wizardHP - heroDmg;
395         return wizardHP;
396     }
397
398     int heroaagoblin() {
399         goblinHP = goblinHP - heroDmg;
400         return goblinHP;
401     }
402
403 > void gamestarter2() {
404
405     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
406     bool goblinAlive;
407
408     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
409     int wizardDmg = 10;
410     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
411     bool wizardAlive;
412
413     /*GENERAL ATTRIBUTES*/
414     int turn = 0;
415     int enemyselct = 0;
416     int critpossibility;
417     int attackselct = 0;
418
419 > void gamestarter() {
420
421     int wizardaahero() {
422         heroHP = heroHP - wizardDmg;
423         return heroHP;
424     }
425
426     int goblinaahero() {
427         heroHP = heroHP - goblinDmg;
428         return heroHP;
429     }
430
431     int heroaawizard() {
432         wizardHP = wizardHP - heroDmg;
433         return wizardHP;
434     }
435
436     int heroaagoblin() {
437         goblinHP = goblinHP - heroDmg;
438         return goblinHP;
439     }
440
441 > void gamestarter2() {
442
443     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
444     bool goblinAlive;
445
446     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
447     int wizardDmg = 10;
448     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
449     bool wizardAlive;
450
451     /*GENERAL ATTRIBUTES*/
452     int turn = 0;
453     int enemyselct = 0;
454     int critpossibility;
455     int attackselct = 0;
456
457 > void gamestarter() {
458
459     int wizardaahero() {
460         heroHP = heroHP - wizardDmg;
461         return heroHP;
462     }
463
464     int goblinaahero() {
465         heroHP = heroHP - goblinDmg;
466         return heroHP;
467     }
468
469     int heroaawizard() {
470         wizardHP = wizardHP - heroDmg;
471         return wizardHP;
472     }
473
474     int heroaagoblin() {
475         goblinHP = goblinHP - heroDmg;
476         return goblinHP;
477     }
478
479 > void gamestarter2() {
480
481     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
482     bool goblinAlive;
483
484     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
485     int wizardDmg = 10;
486     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
487     bool wizardAlive;
488
489     /*GENERAL ATTRIBUTES*/
490     int turn = 0;
491     int enemyselct = 0;
492     int critpossibility;
493     int attackselct = 0;
494
495 > void gamestarter() {
496
497     int wizardaahero() {
498         heroHP = heroHP - wizardDmg;
499         return heroHP;
500     }
501
502     int goblinaahero() {
503         heroHP = heroHP - goblinDmg;
504         return heroHP;
505     }
506
507     int heroaawizard() {
508         wizardHP = wizardHP - heroDmg;
509         return wizardHP;
510     }
511
512     int heroaagoblin() {
513         goblinHP = goblinHP - heroDmg;
514         return goblinHP;
515     }
516
517 > void gamestarter2() {
518
519     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
520     bool goblinAlive;
521
522     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
523     int wizardDmg = 10;
524     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
525     bool wizardAlive;
526
527     /*GENERAL ATTRIBUTES*/
528     int turn = 0;
529     int enemyselct = 0;
530     int critpossibility;
531     int attackselct = 0;
532
533 > void gamestarter() {
534
535     int wizardaahero() {
536         heroHP = heroHP - wizardDmg;
537         return heroHP;
538     }
539
540     int goblinaahero() {
541         heroHP = heroHP - goblinDmg;
542         return heroHP;
543     }
544
545     int heroaawizard() {
546         wizardHP = wizardHP - heroDmg;
547         return wizardHP;
548     }
549
550     int heroaagoblin() {
551         goblinHP = goblinHP - heroDmg;
552         return goblinHP;
553     }
554
555 > void gamestarter2() {
556
557     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
558     bool goblinAlive;
559
560     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
561     int wizardDmg = 10;
562     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
563     bool wizardAlive;
564
565     /*GENERAL ATTRIBUTES*/
566     int turn = 0;
567     int enemyselct = 0;
568     int critpossibility;
569     int attackselct = 0;
570
571 > void gamestarter() {
572
573     int wizardaahero() {
574         heroHP = heroHP - wizardDmg;
575         return heroHP;
576     }
577
578     int goblinaahero() {
579         heroHP = heroHP - goblinDmg;
580         return heroHP;
581     }
582
583     int heroaawizard() {
584         wizardHP = wizardHP - heroDmg;
585         return wizardHP;
586     }
587
588     int heroaagoblin() {
589         goblinHP = goblinHP - heroDmg;
590         return goblinHP;
591     }
592
593 > void gamestarter2() {
594
595     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
596     bool goblinAlive;
597
598     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
599     int wizardDmg = 10;
600     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
601     bool wizardAlive;
602
603     /*GENERAL ATTRIBUTES*/
604     int turn = 0;
605     int enemyselct = 0;
606     int critpossibility;
607     int attackselct = 0;
608
609 > void gamestarter() {
610
611     int wizardaahero() {
612         heroHP = heroHP - wizardDmg;
613         return heroHP;
614     }
615
616     int goblinaahero() {
617         heroHP = heroHP - goblinDmg;
618         return heroHP;
619     }
620
621     int heroaawizard() {
622         wizardHP = wizardHP - heroDmg;
623         return wizardHP;
624     }
625
626     int heroaagoblin() {
627         goblinHP = goblinHP - heroDmg;
628         return goblinHP;
629     }
630
631 > void gamestarter2() {
632
633     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
634     bool goblinAlive;
635
636     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
637     int wizardDmg = 10;
638     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
639     bool wizardAlive;
640
641     /*GENERAL ATTRIBUTES*/
642     int turn = 0;
643     int enemyselct = 0;
644     int critpossibility;
645     int attackselct = 0;
646
647 > void gamestarter() {
648
649     int wizardaahero() {
650         heroHP = heroHP - wizardDmg;
651         return heroHP;
652     }
653
654     int goblinaahero() {
655         heroHP = heroHP - goblinDmg;
656         return heroHP;
657     }
658
659     int heroaawizard() {
660         wizardHP = wizardHP - heroDmg;
661         return wizardHP;
662     }
663
664     int heroaagoblin() {
665         goblinHP = goblinHP - heroDmg;
666         return goblinHP;
667     }
668
669 > void gamestarter2() {
670
671     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
672     bool goblinAlive;
673
674     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
675     int wizardDmg = 10;
676     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
677     bool wizardAlive;
678
679     /*GENERAL ATTRIBUTES*/
680     int turn = 0;
681     int enemyselct = 0;
682     int critpossibility;
683     int attackselct = 0;
684
685 > void gamestarter() {
686
687     int wizardaahero() {
688         heroHP = heroHP - wizardDmg;
689         return heroHP;
690     }
691
692     int goblinaahero() {
693         heroHP = heroHP - goblinDmg;
694         return heroHP;
695     }
696
697     int heroaawizard() {
698         wizardHP = wizardHP - heroDmg;
699         return wizardHP;
700     }
701
702     int heroaagoblin() {
703         goblinHP = goblinHP - heroDmg;
704         return goblinHP;
705     }
706
707 > void gamestarter2() {
708
709     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
710     bool goblinAlive;
711
712     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
713     int wizardDmg = 10;
714     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
715     bool wizardAlive;
716
717     /*GENERAL ATTRIBUTES*/
718     int turn = 0;
719     int enemyselct = 0;
720     int critpossibility;
721     int attackselct = 0;
722
723 > void gamestarter() {
724
725     int wizardaahero() {
726         heroHP = heroHP - wizardDmg;
727         return heroHP;
728     }
729
730     int goblinaahero() {
731         heroHP = heroHP - goblinDmg;
732         return heroHP;
733     }
734
735     int heroaawizard() {
736         wizardHP = wizardHP - heroDmg;
737         return wizardHP;
738     }
739
740     int heroaagoblin() {
741         goblinHP = goblinHP - heroDmg;
742         return goblinHP;
743     }
744
745 > void gamestarter2() {
746
747     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
748     bool goblinAlive;
749
750     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
751     int wizardDmg = 10;
752     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
753     bool wizardAlive;
754
755     /*GENERAL ATTRIBUTES*/
756     int turn = 0;
757     int enemyselct = 0;
758     int critpossibility;
759     int attackselct = 0;
760
761 > void gamestarter() {
762
763     int wizardaahero() {
764         heroHP = heroHP - wizardDmg;
765         return heroHP;
766     }
767
768     int goblinaahero() {
769         heroHP = heroHP - goblinDmg;
770         return heroHP;
771     }
772
773     int heroaawizard() {
774         wizardHP = wizardHP - heroDmg;
775         return wizardHP;
776     }
777
778     int heroaagoblin() {
779         goblinHP = goblinHP - heroDmg;
780         return goblinHP;
781     }
782
783 > void gamestarter2() {
784
785     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
786     bool goblinAlive;
787
788     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
789     int wizardDmg = 10;
790     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
791     bool wizardAlive;
792
793     /*GENERAL ATTRIBUTES*/
794     int turn = 0;
795     int enemyselct = 0;
796     int critpossibility;
797     int attackselct = 0;
798
799 > void gamestarter() {
800
801     int wizardaahero() {
802         heroHP = heroHP - wizardDmg;
803         return heroHP;
804     }
805
806     int goblinaahero() {
807         heroHP = heroHP - goblinDmg;
808         return heroHP;
809     }
810
811     int heroaawizard() {
812         wizardHP = wizardHP - heroDmg;
813         return wizardHP;
814     }
815
816     int heroaagoblin() {
817         goblinHP = goblinHP - heroDmg;
818         return goblinHP;
819     }
820
821 > void gamestarter2() {
822
823     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
824     bool goblinAlive;
825
826     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
827     int wizardDmg = 10;
828     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
829     bool wizardAlive;
830
831     /*GENERAL ATTRIBUTES*/
832     int turn = 0;
833     int enemyselct = 0;
834     int critpossibility;
835     int attackselct = 0;
836
837 > void gamestarter() {
838
839     int wizardaahero() {
840         heroHP = heroHP - wizardDmg;
841         return heroHP;
842     }
843
844     int goblinaahero() {
845         heroHP = heroHP - goblinDmg;
846         return heroHP;
847     }
848
849     int heroaawizard() {
850         wizardHP = wizardHP - heroDmg;
851         return wizardHP;
852     }
853
854     int heroaagoblin() {
855         goblinHP = goblinHP - heroDmg;
856         return goblinHP;
857     }
858
859 > void gamestarter2() {
860
861     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
862     bool goblinAlive;
863
864     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
865     int wizardDmg = 10;
866     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
867     bool wizardAlive;
868
869     /*GENERAL ATTRIBUTES*/
870     int turn = 0;
871     int enemyselct = 0;
872     int critpossibility;
873     int attackselct = 0;
874
875 > void gamestarter() {
876
877     int wizardaahero() {
878         heroHP = heroHP - wizardDmg;
879         return heroHP;
880     }
881
882     int goblinaahero() {
883         heroHP = heroHP - goblinDmg;
884         return heroHP;
885     }
886
887     int heroaawizard() {
888         wizardHP = wizardHP - heroDmg;
889         return wizardHP;
890     }
891
892     int heroaagoblin() {
893         goblinHP = goblinHP - heroDmg;
894         return goblinHP;
895     }
896
897 > void gamestarter2() {
898
899     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
900     bool goblinAlive;
901
902     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
903     int wizardDmg = 10;
904     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
905     bool wizardAlive;
906
907     /*GENERAL ATTRIBUTES*/
908     int turn = 0;
909     int enemyselct = 0;
910     int critpossibility;
911     int attackselct = 0;
912
913 > void gamestarter() {
914
915     int wizardaahero() {
916         heroHP = heroHP - wizardDmg;
917         return heroHP;
918     }
919
920     int goblinaahero() {
921         heroHP = heroHP - goblinDmg;
922         return heroHP;
923     }
924
925     int heroaawizard() {
926         wizardHP = wizardHP - heroDmg;
927         return wizardHP;
928     }
929
930     int heroaagoblin() {
931         goblinHP = goblinHP - heroDmg;
932         return goblinHP;
933     }
934
935 > void gamestarter2() {
936
937     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
938     bool goblinAlive;
939
940     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
941     int wizardDmg = 10;
942     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
943     bool wizardAlive;
944
945     /*GENERAL ATTRIBUTES*/
946     int turn = 0;
947     int enemyselct = 0;
948     int critpossibility;
949     int attackselct = 0;
950
951 > void gamestarter() {
952
953     int wizardaahero() {
954         heroHP = heroHP - wizardDmg;
955         return heroHP;
956     }
957
958     int goblinaahero() {
959         heroHP = heroHP - goblinDmg;
960         return heroHP;
961     }
962
963     int heroaawizard() {
964         wizardHP = wizardHP - heroDmg;
965         return wizardHP;
966     }
967
968     int heroaagoblin() {
969         goblinHP = goblinHP - heroDmg;
970         return goblinHP;
971     }
972
973 > void gamestarter2() {
974
975     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
976     bool goblinAlive;
977
978     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
979     int wizardDmg = 10;
980     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
981     bool wizardAlive;
982
983     /*GENERAL ATTRIBUTES*/
984     int turn = 0;
985     int enemyselct = 0;
986     int critpossibility;
987     int attackselct = 0;
988
989 > void gamestarter() {
990
991     int wizardaahero() {
992         heroHP = heroHP - wizardDmg;
993         return heroHP;
994     }
995
996     int goblinaahero() {
997         heroHP = heroHP - goblinDmg;
998         return heroHP;
999     }
1000
1001     int heroaawizard() {
1002         wizardHP = wizardHP - heroDmg;
1003         return wizardHP;
1004     }
1005
1006     int heroaagoblin() {
1007         goblinHP = goblinHP - heroDmg;
1008         return goblinHP;
1009     }
1010
1011 > void gamestarter2() {
1012
1013     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
1014     bool goblinAlive;
1015
1016     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
1017     int wizardDmg = 10;
1018     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
1019     bool wizardAlive;
1020
1021     /*GENERAL ATTRIBUTES*/
1022     int turn = 0;
1023     int enemyselct = 0;
1024     int critpossibility;
1025     int attackselct = 0;
1026
1027 > void gamestarter() {
1028
1029     int wizardaahero() {
1030         heroHP = heroHP - wizardDmg;
1031         return heroHP;
1032     }
1033
1034     int goblinaahero() {
1035         heroHP = heroHP - goblinDmg;
1036         return heroHP;
1037     }
1038
1039     int heroaawizard() {
1040         wizardHP = wizardHP - heroDmg;
1041         return wizardHP;
1042     }
1043
1044     int heroaagoblin() {
1045         goblinHP = goblinHP - heroDmg;
1046         return goblinHP;
1047     }
1048
1049 > void gamestarter2() {
1050
1051     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
1052     bool goblinAlive;
1053
1054     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
1055     int wizardDmg = 10;
1056     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
1057     bool wizardAlive;
1058
1059     /*GENERAL ATTRIBUTES*/
1060     int turn = 0;
1061     int enemyselct = 0;
1062     int critpossibility;
1063     int attackselct = 0;
1064
1065 > void gamestarter() {
1066
1067     int wizardaahero() {
1068         heroHP = heroHP - wizardDmg;
1069         return heroHP;
1070     }
1071
1072     int goblinaahero() {
1073         heroHP = heroHP - goblinDmg;
1074         return heroHP;
1075     }
1076
1077     int heroaawizard() {
1078         wizardHP = wizardHP - heroDmg;
1079         return wizardHP;
1080     }
1081
1082     int heroaagoblin() {
1083         goblinHP = goblinHP - heroDmg;
1084         return goblinHP;
1085     }
1086
1087 > void gamestarter2() {
1088
1089     int goblincrit = goblinDmg / 100; /*ONE SAVER TO EXIT POSSIBILITY CREATER*/
1090     bool goblinAlive;
1091
1092     /*WIZARD ATTRIBUTES (enemy will random magi. damage)*/
1093     int wizardDmg = 10;
1094     int wizardSPD = 0; /*I personally want the wizard to be always the last one to move*/
10
```