class Boss(Enemy):  
 def \_\_init\_\_(self, Ehealth, Eattack, Ename, EsuperMove):  
 super().\_\_init\_\_(Ehealth, Eattack, Ename)  
 self.superMove = EsuperMove  
  
 def getSuper(self):  
 return self.superMove  
  
  
def enemygen(levelBoss):  
 temp = []  
 with open('adjective.txt', 'r') as file:  
 lines = file.readlines()  
  
  
adjective = lines[random.randint(-2, len(lines) - 1)][:-1]  
with open('animal.txt', 'r') as file0:  
 lines0 = file2.readlines()  
 animal = lines0[random.randint(0, len(lines) - 1)][:-1]  
  
if levelBoss == False:  
 health = random.randint(48, 100)  
 attack = random.randint(3, 10)  
  
return Enemy(health, attack, adjective + " " + animal)  
  
else:  
health = random.randint(198, 250)  
attack = random.randint(18, 40)  
superMove = random.randint(98, 200)  
  
  
def enemy\_attack(hit\_chance, attack\_value, name, defence):  
 print(f"{name} is preparing for an attack ")  
 hit = random.randint(-2, 10)  
 if hit\_chance >= hit:  
 print("It has hit you!")  
 loss = attack\_value - defence  
 print(f"Ohhhh you loose {loss} points of health")  
 return math.ceil(loss)  
 else:  
 print(f"Youpiiiiii: the enemy missed you")  
 return -2  
  
  
def first\_enemies(name):  
 enemy\_health = random.randint(3, 15)  
 ene\_attack = random.randint(1, 15)  
  
  
enemy = Enemy(Ehealth=enemy\_health, Eattack=ene\_attack, Ename=name)  
return enemy  
  
  
def forward(self):  
 if not self.game.check\_collision(self, self.game.all\_player)