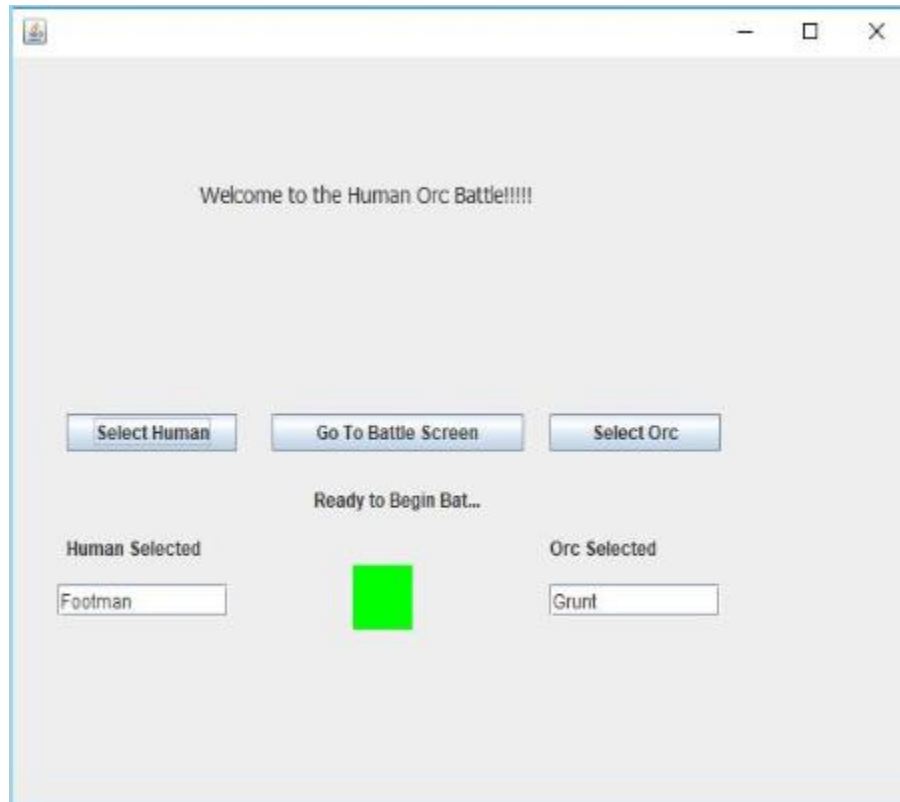


Warcraft Battle Game





When you run the game, the screen below is the first screen you see. From here you can click on the select human and select orc buttons to select a character. Once a character for each side is selected the label in the middle goes from red to green.



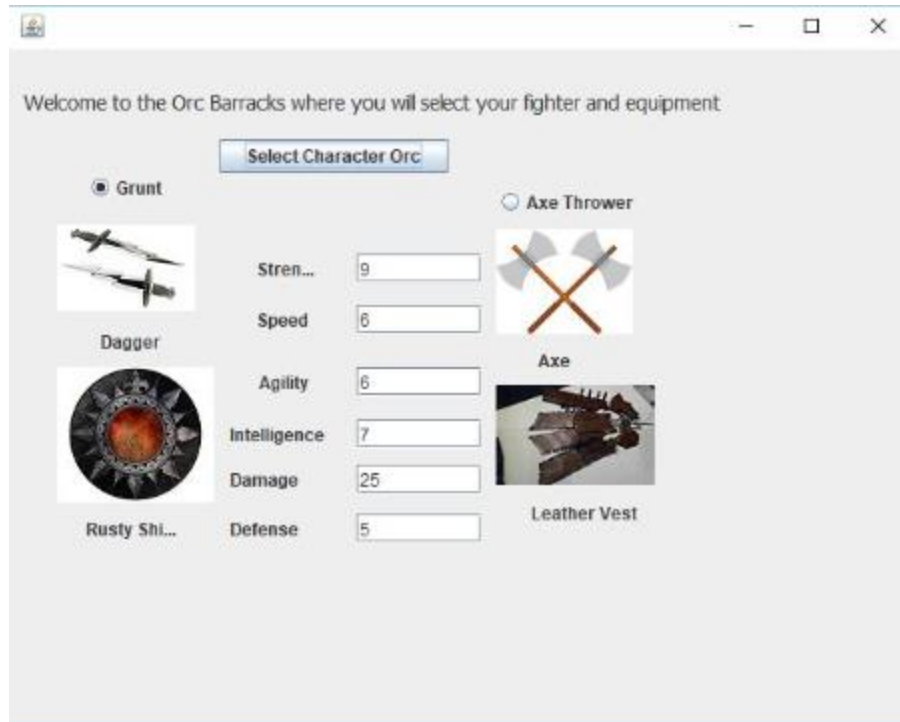
The screen below shows the part of the GUI where the human player in the battle selects a character. As you see you can select either an archer or a Footman. When you select a certain character you will see the stats display in the text boxes in the center. Each character has different stats when they go into battle.

Welcome to the Human Barracks where you will select your fighter and equipment:

☒ Footman ☐ Archer

	Strength	<input type="text" value="8"/>	
Sword	Speed	<input type="text" value="7"/>	Arrow
	Agility	<input type="text" value="6"/>	
Shield	Intelligence	<input type="text" value="6"/>	Steel Vest
	Damage	<input type="text" value="25"/>	
	Defense	<input type="text" value="5"/>	

The screen below shows the screen where the orc player selects a character. There are two choices for each side, human and orc. When you select a certain character with the radio button the text boxes in the middle display the stats. Both character select screens are designed to not allow you to leave the screen unless a character is selected.



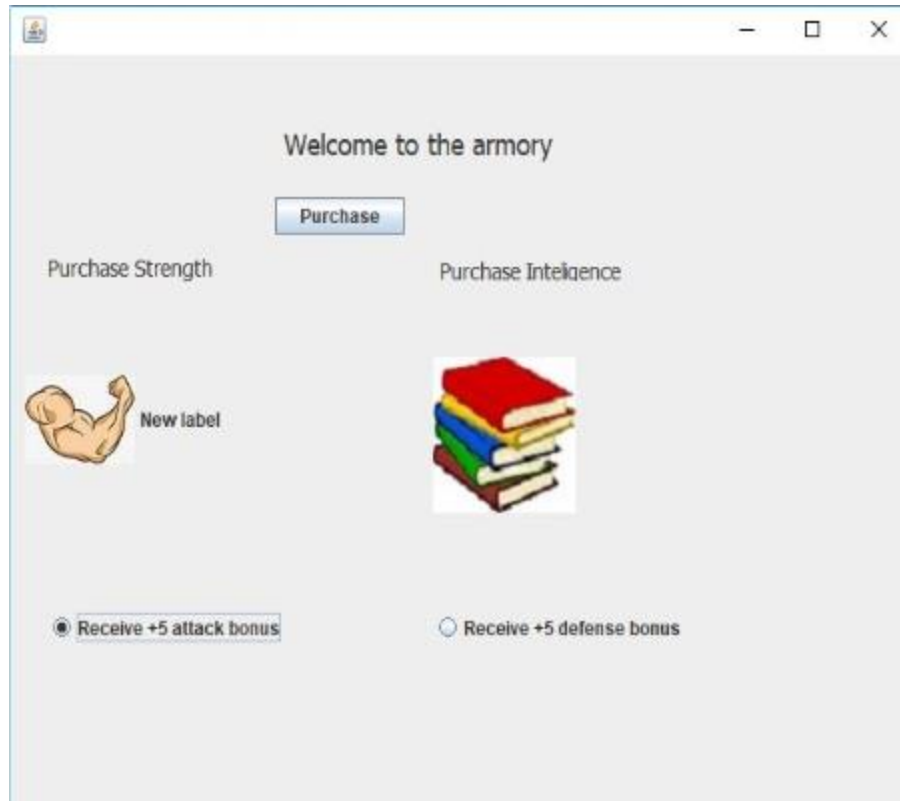
The battle screen is the most interesting because it is the heart of the program. When you click on fight a timer starts and each side rolls a dice. If the attacker rolls higher than the defender damage is dealt to the defender. If the defender rolls higher or ties, no damage is dealt. Each player starts of with 100 health points. Each player also has a set number of damages they can deal as well a defense which reduces the damage dealt.

As the battle progresses, the role alternates from each side and when damage is dealt. Points are acquired during battle and these points can be used to buy upgrades at the armory. The upgrades can enhance defense and attack capabilities.

Each battle continues until one side loses all their health points and then you must go back to the main screen and select a new character.



Below shows what the GUI for the human army looks like. You can only enter this screen when you have enough points to make a purchase. Also, you cannot leave this screen unless you make a purchase. When you do the points are automatically taken away. Included with the upgrades are defense and attack bonuses. Each purchase can give you an added 5 points towards either your defense or attack.



Below shows the GUI of what the Orc armory looks like. It is very similar to the human armory given that you can only enter this screen when you have enough points and you cannot leave unless you make a purchase. When you do make a purchase points are automatically taken away from your total. Upgrades in the orc armory can give you a total of 5 bonus points per upgrade. For example, if you purchase damage you will deal an extra 5 hit points upon a successful attack. Same thing happens if you purchase speed. When the player is attacked 5 hit points are taken away from the total damage they receive.

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Welcome to the Orc Armory

Purchase

Purchase Damage

Purchase Speed





☒ Receive +5 attack bonus

☐ Receive +5 defense bonus