## **Overview**

**RPG Fighter** is a terminal-based role-playing game written in **Python**. Players can create a hero, fight monsters, use items, and level up. The goal is to defeat all enemies without dying.

## **Features**

* Choose your **character class**: 🛡️ Knight or 🔮 Wizard
* View **real-time battle statistics** (HP, Mana, XP, Level)
* Use **normal or special attacks**
* Manage **inventory** (Potions, Mana Potions)
* Earn **experience points** and **level up**
* Battle up to **5 enemies** to win the game
* ASCII visuals for **immersion and style**

## **User Stories**

| **Role** | **Goal** |
| --- | --- |
| Player | I want to create a character to start the game |
| Player | I want to see my and the enemy's stats (HP, Strength) |
| Player | I want to fight enemies to earn points and progress |
| Player | I want to use special skills or weapons to influence battle outcome |
| Player | I want to see my level and XP progress |
| Player | I want the game to end if my HP reaches 0 or I win all battles |
| Developer | I want a clear and simple menu so players can access game features |

File Structure

rpg\_fighter.py # Main game file containing all logic and classes

game flow

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| Show Title |

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| Create Character |

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| Main Menu |

| 1. Fight |

| 2. Show Character |

| 3. Exit Game |

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| Fight vs Random Enemy |

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Win or Lose

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| XP / Inventory / Level Up |

| Continue Until All Defeated |

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## **Character Classes**

### **1. 🛡️ Knight**

| **Stat** | **Value** |
| --- | --- |
| **HP** | **120** |
| **Mana** | **30** |
| **Attack** | **10** |
| **Skill** | **Shield Block (heals +20 HP)** |

### **2. 🔮 Wizard**

| **Stat** | **Value** |
| --- | --- |
| **HP** | **70** |
| **Mana** | **100** |
| **Attack** | **6** |
| **Skill** | **Fireball (uses 30 mana, deals 25–35 damage)** |

## **Enemy Generation**

**Enemies are randomly selected from:**

* **Zombi**
* **Ork**
* **Luukere (Skeleton)**
* **Madu (Snake)**
* **Tume Rüütel (Dark Knight)**

**Each enemy gets random:**

* **HP: 50–100**
* **Attack: 6–14**

## 

## **Battle System**

* **Normal Attack: Random damage based on player class**
* **Special Attack: Class-specific skill (may use Mana)**
* **Potions: Heal HP or restore Mana from inventory**
* **Flee Option: 40% chance to escape**
* **Leveling Up:**
  + **+1 Level**
  + **+20 Max HP**
  + **+3 Attack**
  + **+20 Mana**

## **Inventory System**

| **Item** | **Effect** |
| --- | --- |
| **Potion** | **Heals +40 HP** |
| **Mana Potion** | **Restores +40 Mana** |
| **Drop Chance** | **50% chance after each win** |

**Example output**

**--- PEAMENÜÜ ---**

**1. Alusta lahingut**

**2. Näita tegelast**

**3. Välju mängust**

**> 1**

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**║ LAHING ALGAB! ⚔️ ║**

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**Hero | HP: 120 | Mana: 30 | XP: 0**

**Ork #1 | HP: 90**

**1. Ründa**

**2. Erirünnak**

**3. Kasuta potionit**

**4. Põgene**

## **Game End**

**The game ends in one of two ways:**

* **✅ Victory: You defeat all 5 enemies**
* **❌ Defeat: Your HP reaches 0**