Первое по приколу

import random

print('<----Игра версия 1---->')

name = input('Введите имя:')

HERO = {

"name": name

}

CHRS = {

"Сила": random.randint(15, 45),

"Выносливость": random.randint(15, 45)

}

MODEL\_HERO = "$"

HERO["Хар-ки"] = CHRS

HERO["Модель"] = MODEL\_HERO

MAP = ["0", "0", "0", "0", "0"]

i = 0

MAP[i] = MODEL\_HERO

print(MAP)

while MAP.index(MODEL\_HERO) < len(MAP) - 1:

tmp = i

i = MAP.index(MODEL\_HERO) + 1

MAP[i] = MODEL\_HERO

MAP[tmp] = "0"

print(MAP)

input('Нажмите Enter для продолжения')

while MAP.index(MODEL\_HERO) > 0:

tmp = i

i = MAP.index(MODEL\_HERO) - 1

MAP[i] = MODEL\_HERO

MAP[tmp] = "0"

print(MAP)

HERO['З'] = 100

inventory = {

"Броня": 25,

"Зелье здоровья": 1

}

HERO['кол-во зелий'] = 1

HERO['Зелье'] = 50

HERO['Базовый урон'] = 15

ENEMY = {

"Health": 100,

"Hand": {"Картошка": 100}

}

ENEMY['Health'] = 100

ENEMY['Hand'] = 20

ENEMY['Крит'] = 45

while 1:

input("Нажмите Enter для начала боя")

if random.randint(1, 6) in [1, 2, 3, 4, 5]:

ENEMY['Health'] = ENEMY['Health'] - HERO["Базовый урон"]

HERO['З'] = HERO['З'] - ENEMY['Hand']

if HERO['З'] <= 0:

print("Вы проиграли")

exit(0)

else:

pass

if ENEMY['Health'] <= 0:

print("Вы победили")

exit(0)

else:

pass

if HERO['З'] < 50 and HERO['кол-во зелий'] > 0:

HERO['З'] = HERO['З'] + HERO['Зелье']

HERO['кол-во зелий'] - 1

else:

pass

else:

HERO['З'] = HERO['З'] - ENEMY['Крит']

print(name, "Вас кританули")

if HERO['З'] <= 0:

print("Вы проиграли")

exit(0)

else:

pass

health\_icon = '🖤'

int (HERO['Базовый урон'])

int (HERO['кол-во зелий'])

ENEMY\_health\_bar = int(ENEMY['Health']//10)\*health\_icon

HERO\_health\_bar = int(HERO['З']//10)\*health\_icon

print(f"HEADER STATISIC\nHERO - {HERO\_health\_bar} - {HERO['З']}\nENEMY - {ENEMY\_health\_bar} - {ENEMY['Health']}")

print(HERO)

Второе:

import random

print('<----Игра версия 1---->')

name = input('Введите имя:')

HERO = {

"name": name

}

CHRS = {

"Сила": random.randint(15, 45),

"Выносливость": random.randint(15, 45)

}

MODEL\_HERO = "$"

MODEL\_ENEMY = "!"

HERO["Хар-ки"] = CHRS

HERO["Модель"] = MODEL\_HERO

MAP = ["0", "0", "0", "0", "0"]

HERO['Position'] = [0, 0]

i = 0

MAP[i] = MODEL\_HERO

print(MAP)

MAP[

[0, 0, 0, 0, 0],

[0, 0, 0, 0, 0],

[0, 0, 0, 0, 0],

[0, 0, 0, 0, 0],

[0, 0, 0, 0, 0],

]

max enemys = 3

enemys = 0

hero\_counter = 0

for y in range(len(MAP)):

for x in range(5):

spawn = random.randint(1, 10)

if spawn in [4, 6, 8]:

if spawn <= max\_enemyse:

MAP[y][x] = MODEL\_ENEMY

if spawn == 1:

if hero\_counter >= 1:

MAP[y][x] = MODEL\_HERO

for i in MAP:

print(''.join(i))

HERO['З'] = 100

inventory = {

"Броня": 25,

"Зелье здоровья": 1

}

HERO['кол-во зелий'] = 1

HERO['Зелье'] = 50

HERO['Базовый урон'] = 15

ENEMY = {

"Health": 100,

"Hand": {"Картошка": 100}

}

ENEMY['Health'] = 100

ENEMY['Hand'] = 20

ENEMY['Крит'] = 45

while 1:

input("Нажмите Enter для начала боя")

if random.randint(1, 6) in [1, 2, 3, 4, 5]:

ENEMY['Health'] = ENEMY['Health'] - HERO["Базовый урон"]

HERO['З'] = HERO['З'] - ENEMY['Hand']

if HERO['З'] <= 0:

print("Вы проиграли")

exit(0)

else:

pass

if ENEMY['Health'] <= 0:

print("Вы победили")

exit(0)

else:

pass

if HERO['З'] < 50 and HERO['кол-во зелий'] > 0:

HERO['З'] = HERO['З'] + HERO['Зелье']

HERO['кол-во зелий'] - 1

else:

pass

else:

HERO['З'] = HERO['З'] - ENEMY['Крит']

print(name, "Вас кританули")

if HERO['З'] <= 0:

print("Вы проиграли")

exit(0)

else:

pass

health\_icon = '🖤'

int (HERO['Базовый урон'])

int (HERO['кол-во зелий'])

ENEMY\_health\_bar = int(ENEMY['Health']//10)\*health\_icon

HERO\_health\_bar = int(HERO['З']//10)\*health\_icon

print(f"HEADER STATISIC\nHERO - {HERO\_health\_bar} - {HERO['З']}\nENEMY - {ENEMY\_health\_bar} - {ENEMY['Health']}")

print(HERO)