The red words are inputed by user.

The black words are generated by computer.

# Run the program

$ make main 1>information.txt 2>&1

$ ./main

# Load game

------------------------------Start--------------------------------

Choose one of the modes(Please input the number of the mode):

1. loadgame

2. newgame

0. exit

-------------------------------------------------------------------

-----------------------------Running-------------------------------

Instruction:

1

Input your user name: player

# Choose mode

-----------------------------Playing-------------------------------

Choose one of the commands(Please input the number of the mode):

1. Battle

2. Bag

3. Games

0. SaveAndExit

1

## Battle

------------------------------Battle-------------------------------

Choose battle type(please enter the number of the command):

1. Fight creeps

2. Fight Boss

1

choose a pokemon to attend the battle:

input a integer which >= 0 and <= 1

0

-------------------------------------------------------------------

choose one enemy to fight(input the number):

0.Flame\_Orangutan

1.Ruth\_Wong

2.Mona\_Boob

3.PDD

0

-------------------------------------------------------------------

\*|````|\* \*|````|\*

\*--| ^ ^|--\* \*--|^ ^ |--\*

|- ^-| |-^ -|

\*````\* \*````\*

PDD VS Flame\_Orangutan

48/48 48/48

1.fight

2.capture

3.flee

input command(number of it): 1

\*|````|\* \*|````|\*

\*--| ^ ^|--\* \*--|^ ^ |--\*

|- ^-| |-^ -|

\*````\* \*````\*

PDD VS Flame\_Orangutan

48/48 48/48

please input the magic you want to use(input number)

1.Hit

2.Flap

2

PDD use Flap cause 15 damage

Flame\_Orangutan use Flap cause 10 damage

PDD Flame\_Orangutan

38/48 33/48

-------------------------------------------------------------------

1.fight

2.capture

3.flee

input command(number of it):3

-------------------------------------------------------------------

## Bag

----------------------------User\_Info------------------------------

User: player

Money: 200

Train: 65

-----------------------------Pokemon-------------------------------

name: PDD:

level: 2 experience: 85

hp: 38 hpmax: 48

character: normal

-----------------------------Pokemon-------------------------------

name: Flame\_Orangutan:

level: 1 experience: 0

hp: 24 hpmax: 24

character: fire

-------------------------------Bag---------------------------------

Choose one of the commands(Input the number of command):

1. Recover

2. DistributeTrain

0. Exit

-------------------------------------------------------------------

### DistributeTrain

----------------------------User\_Info------------------------------

User: YimingZhao

Money: 280

Train: 160

-----------------------------Pokemon-------------------------------

name: PDD:

level: 3 experience: 50

hp: 72 hpmax: 72

character: normal

-----------------------------Pokemon-------------------------------

name: Flame\_Orangutan:

level: 1 experience: 0

hp: 24 hpmax: 24

character: fire

-------------------------------Bag---------------------------------

Choose one of the commands(Input the number of command):

1. Recover

2. DistributeTrain

0. Exit

-------------------------------------------------------------------

2

-----------------------------LevelUp-------------------------------

Choose the pokemon you want to level-up: (from 0 - 1)

0

Your have 160 at most, how much do you want to distribute:

160

2 level-up!

### Recover

----------------------------User\_Info------------------------------

User: YimingZhao

Money: 280

Train: 160

-----------------------------Pokemon-------------------------------

name: PDD:

level: 3 experience: 50

hp: 72 hpmax: 72

character: normal

-----------------------------Pokemon-------------------------------

name: Flame\_Orangutan:

level: 1 experience: 0

hp: 24 hpmax: 24

character: fire

-------------------------------Bag---------------------------------

Choose one of the commands(Input the number of command):

1. Recover

2. DistributeTrain

0. Exit

-------------------------------------------------------------------

1

## Game

-----------------------------Playing-------------------------------

Choose one of the commands(Please input the number of the mode):

1. Battle

2. Bag

3. Games

0. SaveAndExit

-------------------------------------------------------------------

3

------------------------------Games--------------------------------

Choose one of the games(Input the Number):

1. Tic\_Tac\_Toe

2. Guess

3. Paper\_Scissors\_Rock

4. Notakto

5. MineSweep

0. Exit

-------------------------------------------------------------------

### MineSweep

X 1 2 3 4 5

Y

1 2 1 0 0

2 # 3 2 1 0

3 1 2 # 2 1

4 0 1 2 3 #

5 0 0 1 # 2

Choose the mode:

0. Exit

1. Press

2. Tag

3. Untag

2

Input x and y: 2 1

You win!!!

You win 80 golds and 160 train.

### Notakto

A B C

1 2 3 1 2 3 1 2 3

4 5 6 4 5 6 4 5 6

7 8 9 7 8 9 7 8 9

Choose the place: A2

A B C

1 X 3 1 2 3 1 2 3

4 5 6 4 5 6 4 5 6

7 8 9 7 8 9 7 8 9

Computer chooses: A6

### Paper-Scissors-Rock

-------------------------------------------------------------------

This is a scissors-paper-rock game. You will win 10 golds and 5 train.

In this 3-round game you need to win at least 2 rounds to win

-------------------------------------------------------------------

Round: 1

Please input the number of your choice

1.Paper

2.Scissors

3.Rock

2

You choose: Scissors Computer choose: Paper

You win this round

### Guess

-------------------------------------------------------------------

This is a game to guess a number from 0-9. You will win 10 golds and 5 train.

Guess a number from 0-9:

Your have 4 attempts left.

4

Guess a number from 0-9:

Your have 3 attempts left.

### Tic-Tac-Toe

N N X

N N N

N O N

Choose the row and col you want to(example: 2 1 means row 3 colume 2): 0 3

…

O N X

X X X

N O O

You win 20 golds and 40 train.

## Save and Exit

-----------------------------Playing-------------------------------

Choose one of the commands(Please input the number of the mode):

1. Battle

2. Bag

3. Games

0. SaveAndExit

-------------------------------------------------------------------

0

# Clean file

$ make clean

rm -f \*.o main