St10453030README

<https://github.com/RiyaadIsaacs/Dragon-attack-POE-.git>

Components:

PlayerNameLabel\_Click

PlayerNametbx\_TextChanged

DragonNameLabel\_Click

DragonNametbx\_TextChanged

PlayerNameLabel2\_Click

DragonNameLabel2\_Click

PlayerNametbx2\_TextChanged

DragonNametbx2\_TextChanged

IceDragonCheck\_CheckedChanged

FireDragonCheck\_CheckedChanged

EarthDragonCheck\_CheckedChanged

WindDragonCheck\_CheckedChanged

IceDragonCheck2\_CheckedChanged

FireDragonCheck2\_CheckedChanged

EarthDragonCheck2\_CheckedChanged

WindDragonCheck2\_CheckedChanged

FireDragonLabel\_Click

IceDragonLabel\_Click

WindDragonLabel\_Click

EarthDragonLabel\_Click

WindDragonPng\_Click

FireDragonPng\_Click

EarthDragonPng\_Click

IceDragonPng\_Click

StatTextBox2\_TextChanged

StatTextBox1\_TextChanged

SaveCharButton2\_Click

SaveCharButton1\_Click

StartButton\_Click

playersTurnLbl

playerOneHp

opponentName

opponentDetailsArea

opponentDragonDetails

attackBtn

specialAttackBtn

defendBtn

BackButton\_Click

BattleLogLbl\_Click

battleLogArea

Background1\_Click

Background2\_Click

SaveCharButton\_Click

SaveCharButton2\_Click

PlayerOneLbl\_Click

PlayerTwoLbl\_Click

Form 1 (GADE5121\_POE\_Riyaad\_Angus1()):

Form one’s job is to give the player and their opponent a place to enter their details and choose between an earth dragon, a fire dragon, a wind dragon and an ice dragon.as well as a name for their dragons so that they can personalize it for themselves. It also lets the player and their opponent see the stats of each dragon.

PlayerNametbx\_TextChanged – This text box is placed right next to the label, PlayerNameLabel\_Click, which is where the player will enter their name and that text will be saved. This information entered is saved to be used in form 2.

DragonNametbx\_TextChanged – This text box is placed right next to the label, DragonNameLabel\_Click, which is where the player will enter their dragon’s name and that text will be saved. This information entered is saved to be used in form 2.

PlayerNametbx2\_TextChanged – This text box is placed right next to the label, PlayerNameLabel2\_Click, which is where the player will enter their dragon’s name and that text will be saved. This information entered is saved to be used in form 2.

DragonNametbx2\_TextChanged – This text box is placed right next to the label, DragonNameLabel2\_Click, which is where the player will enter their dragon’s name and that text will be saved. This information entered is saved to be used in form 2.

IceDragonCheck\_CheckedChanged – this is a checkbox that when checked by clicking on it, it will output the dragon’s stats underneath the list of checkboxes in StatTextBox1\_TextChanged. It will also save this as the player’s chosen type of dragon.

FireDragonCheck\_CheckedChanged – this is a checkbox that when checked by clicking on it. It will output the dragon’s stats underneath the list of checkboxes in StatTextBox1\_TextChanged. It will also save this as the player’s chosen type of dragon.

WindDragonCheck\_CheckedChanged – this is a checkbox that when checked by clicking on it. It will output the dragon’s stats underneath the list of checkboxes in StatTextBox1\_TextChanged. It will also save this as the player’s chosen type of dragon.

EarthDragonCheck\_CheckedChanged – this is a checkbox that when checked by clicking on it. It will output the dragon’s stats underneath the list of checkboxes in StatTextBox1\_TextChanged. It will also save this as the player’s chosen type of dragon.

IceDragonCheck2\_CheckedChanged – this is a checkbox that when checked by clicking on it. It will output the dragon’s stats underneath the list of checkboxes in StatTextBox2\_TextChanged. It will also save this as the player’s opponent’s chosen type of dragon.

FireDragonCheck2\_CheckedChanged – this is a checkbox that when checked by clicking on it. It will output the dragon’s stats underneath the list of checkboxes in StatTextBox2\_TextChanged. It will also save this as the player’s opponent’s chosen type of dragon.

WindDragonCheck2\_CheckedChanged – this is a checkbox that when checked by clicking on it. It will output the dragon’s stats underneath the list of checkboxes in StatTextBox2\_TextChanged. It will also save this as the player’s opponent’s chosen type of dragon.

EarthDragonCheck2\_CheckedChanged – this is a checkbox that when checked by clicking on it. It will output the dragon’s stats underneath the list of checkboxes in StatTextBox2\_TextChanged. It will also save this as the player’s opponent’s chosen type of dragon.

SaveCharButton\_Click – this button is clicked by the user which will cause all of the previous information entered in PlayerNametbx\_TextChanged and DragonNametbx\_TextChanged to be saved. This also saves the type of dragon chosen by checking either FireDragonCheck\_CheckedChanged, IceDragonCheck\_CheckedChanged, EarthDragonCheck\_CheckedChanged, WindDragonCheck\_CheckedChanged. This information is outputted to form 2 so that it can b

SaveCharButton2\_Click – this button is clicked by the user which will cause all of the previous information entered in PlayerNametbx2\_TextChanged and DragonNametbx2\_TextChanged to be saved. This also saves the type of dragon chosen by checking either FireDragonCheck2\_CheckedChanged, IceDragonCheck2\_CheckedChanged, EarthDragonCheck2\_CheckedChanged, WindDragonCheck2\_CheckedChanged.

Form 2 (BattlePhase):

This form is the battle phase of the actual game where each user battles against each-others’ dragons until either player wins by decreasing either of their dragons’ hp to 0. This form takes the information from the first form and uses it to display the status of each player and their dragon as they battle.

attackBtn – this button is clicked so that the player who’s turn it is can attack the other players’ dragon using their own dragon and its attack stat. The attack stat of the type of dragon in play decreases the other players hp which is shown in the battleLogArea text area. The player’s details from playerOneHp and playersTurnLbl is then swapped with their oponenst details in opponentName and opponentDragonDetails.

specialAttackBtn – this button is clicked so that the player that is taking their turn can attack the other players’ dragon using their own dragon and its special attack stat. This button also causes the player’s opponent to have two turns for their next turn. The special attack stat of the type of dragon in play decreases the other players hp which is shown in the battleLogArea text area. The player’s details from playerOneHp and playersTurnLbl is then swapped with their oponenst details in opponentName and opponentDragonDetails.

defendBtn – This button is clicked so that the player that is taking their turn can defend against their opponents attack or special attack in the next turn. If the attack or special attack stat is low enough the attack will be nullified. The results of this calculation dealt to the dragon is shown in the battleLogArea. The player’s details from playerOneHp and playersTurnLbl is then swapped with their oponenst details in opponentName and opponentDragonDetails.

BackButton\_Click – This button causes the user to go back to the previous form in case they wish to change any details or one of the players wins.

High-level Logic

//This section is for pseudocode relating to form 1

start

Declarations

string playerNameOne; //Name of player

string playerNameTwo; // Name of opponent

string dragNameOne; // Name of player’s dragon

string dragNameTwo; // name of opponent’s dragon

string dragTypeOne; // Type of dragon (Fire, Earth, Wind, Ice) that player //chose

string dragTypeTwo; // Type of dragon (Fire, Earth, Wind, Ice) that the //opponent chose

string FIRE\_DRAG = "Fire Dragon"; // assigning a constant for the fire dragon

string ICE\_DRAG = "Ice Dragon"; // assigning a constant for the ice dragon

string WIND\_DRAG = "Wind Dragon"; // assigning a constant for the wind //dragon

string EARTH\_DRAG = "Earth Dragon"; // assigning a constant for the earth //dragon

int HP\_ONE = 0; // initializing hp stat so it can be changed later depending on //the type of dragon (Fire, Wind, Earth, Ice)

int ATTACK\_ONE = 0; // initializing player’s attack stat so it can be changed //later depending on the type of dragon (Fire, Wind, Earth, Ice)

int SP\_ATTACK\_ONE = 0; // initializing player’s special attack stat so it can //be changed later depending on the type of dragon (Fire, Wind, Earth, Ice)

int BLOCK\_ONE = 0; // initializing player’s block stat so it can be changed //later depending on the type of dragon (Fire, Wind, Earth, Ice)

int HP\_TWO = 0; // initializing opponent’s hp stat so it can be changed later //depending on the type of dragon (Fire, Wind, Earth, Ice)

int ATTACK\_TWO = 0; // initializing opponent’s attack stat so it can be //changed later depending on the type of dragon (Fire, Wind, Earth, Ice)

int SP\_ATTACK\_TWO = 0; // initializing opponent’s special attack stat so it //can be changed later depending on the type of dragon (Fire, Wind, Earth, Ice)

int BLOCK\_TWO = 0; // initializing opponent’s block stat so it can be changed //later depending on the type of dragon (Fire, Wind, Earth, Ice)

void FireDragonCheck\_CheckedChanged()

if FireDragonCheck is checked then

set dragTypeOne = fireDrag

set hpOne = 20

set attackOne = 5

set spAttackOne = 12

set blockOne = 4

set StatTextBox1 text = "Hit Points: ", hpOne, "Attack: ", attackOne, "Special Attack: ", spAttackOne, "Block: ", blockOne

return

void IceDragonCheck\_CheckedChanged()

if IceDragonCheck is checked then

set dragTypeOne = iceDrag

set hpOne = 30

set attackOne = 4

set spAttackOne = 9

set blockOne = 5

set StatTextBox1 text = "Hit Points: ", hpOne, "Attack: ", attackOne, "Special Attack: ", spAttackOne, "Block: " , blockOne

return

void WindDragonCheck\_CheckedChanged()

if WindDragonCheck is checked then

set dragTypeOne = windDrag

set hpOne = 40

set attackOne = 3

set spAttackOne = 7

set blockOne = 5

set StatTextBox1 text = "Hit Points: ", hpOne, "Attack: " , attackOne , "Special Attack: " , spAttackOne, "Block: " , blockOne

return

void EarthDragonCheck\_CheckedChanged()

if EarthDragonCheck is checked then

set dragTypeOne = earthDrag

set hpOne = 50

set attackOne = 2

set spAttackOne = 5

set blockOne = 6

set StatTextBox1 text = "Hit Points: ", "Attack: ", attackOne , "Special Attack: " , spAttackOne , "Block: " , blockOne

return

void IceDragonCheck2\_CheckedChanged()

if IceDragonCheck2 is checked then

set dragTypeTwo = iceDrag

set hpTwo = 30

set attackTwo = 4

set spAttackTwo = 9

set blockTwo = 5

set StatTextBox2 text = "Hit Points: " , hpTwo , "Attack: " , attackTwo ,"Special Attack: " , spAttackTwo , "Block: " , blockTwo

return

void WindDragonCheck2\_CheckedChanged()

if WindDragonCheck2 is checked then

set dragTypeTwo = windDrag

set hpTwo = 40

set attackTwo = 3

set spAttackTwo = 7

set blockTwo = 5

set StatTextBox2 text = "Hit Points: " , hpTwo , "Attack: " , attackTwo , "Special Attack: " , spAttackTwo , "Block: " , blockTwo

return

void FireDragonCheck2\_CheckedChanged()

if FireDragonCheck2 is checked then

set dragTypeTwo = fireDrag

set hpTwo = 20

set attackTwo = 5

set spAttackTwo = 12

set blockTwo = 4

set StatTextBox2 text = "Hit Points: " , hpTwo , "Attack: " , attackTwo , "Special Attack: " , spAttackTwo ,"Block: " , blockTwo

return

void EarthDragonCheck2\_CheckedChanged()

if EarthDragonCheck2 is checked then

set dragTypeTwo = earthDrag

set hpTwo = 50

set attackTwo = 2

set spAttackTwo = 5

set blockTwo = 6

set StatTextBox2 text = "Hit Points: " , hpTwo , "Attack: " , attackTwo , "Special Attack: " , spAttackTwo , "Block: " , blockTwo

return

void SaveCharButton\_Click()

set playerNameOne = PlayerNametbx.Text

set dragNameOne = DragonNametbx.Text

return

void SaveCharButton2\_Click()

set playerNameTwo = PlayerNametbx2.Text

set dragNameTwo = DragonNametbx2.Text

return

void BackButton\_Click()

return

void StartButton\_Click()

Hide this form

Create a new instance form2 of BattlePhase

Show form2 as a modal dialog

return

stop

//This section is for pseudocode relating to form 2

start

string battleLog = " " // battle log is a string that will be added to after each //player's turn

bool blockBoolOne // bool that will be used to determine if player one's dragon //is defending

bool blockBoolTwo // bool that will be used to determine if player two's dragon is defending

//turn variable is used to keep track of which players turn it is

int turn = 1; //turn is initialised to one so that player one may start the first turn

void attack button()

if turn <= 1 then

if blockBoolTwo then

if blockAttackTwo >= attackOne then

battleLog += "The attack was nullified"

else if attackOne > blockAttackTwo then

hpTwo = hpTwo - (attackOne - blockAttackTwo)

else

hpTwo = hpTwo - attackOne

blockBoolTwo = false

hpLbl.Text = "Hp:", hpTwo

playerTurnLbl.Text = dragNameTwo, "'s turn"

opponentLbl.Text = playerNameOne , "'s details"

opponentDragLbl.Text = dragNameOne , "Hp:" , hpOne

if hpTwo <= 0 then

battleLog += dragNameOne , " attacks " , dragNameTwo , " for " , attackOne , " damage. " , dragNameTwo , " has 0 hp left " , dragNameTwo , " is dead. " , playerNameOne , " is the winner"

else

battleLog += dragNameOne , " attacks " , dragNameTwo , " for " , attackOne , " damage. " , dragNameTwo , " has " , hpTwo , " hp left "

battleLogTxt.Text = battleLog

turn = turn + 1

else if turn >= 2 then

if blockBoolOne then

if blockAttackOne >= attackTwo then

battleLog += "The attack was nullified "

else if attackTwo > blockAttackOne then

hpOne = (hpOne + blockAttackOne) - attackTwo

else

hpOne = hpOne - attackTwo

blockBoolOne = false

hpLbl.Text = "Hp:" , hpOne

playerTurnLbl.Text = dragNameOne , "'s turn"

opponentLbl.Text = playerNameTwo , "'s details"

opponentDragLbl.Text = dragNameTwo , "Hp:" + hpTwo

if hpOne <= 0 then

battleLog += dragNameTwo , " attacks " , dragNameOne , " for " , attackTwo , " damage. " , dragNameOne , " has 0 hp left" , dragNameOne , " is dead. " , playerNameTwo , " is the winner"

else

battleLog += dragNameTwo , " attacks " , dragNameOne , " for " , attackTwo , " damage. " , dragNameOne , " has " , hpOne + " hp left"

battleLogTxt.Text = battleLog

turn = turn - 1

return

void specialAttackBtn()

if turn <= 1 then

if blockBoolTwo then

if blockAttackTwo >= spAttackOne then

battleLog += "The attack was nullified"

else if spAttackOne > blockAttackTwo then

hpTwo = (hpTwo + blockAttackTwo) - spAttackOne

else

hpTwo = hpTwo - spAttackOne

blockBoolTwo = false

hpLbl.Text = "Hp:" , hpTwo

playerTurnLbl.Text = dragNameTwo , "'s turn"

opponentLbl.Text = playerNameOne , "'s details"

opponentDragLbl.Text = dragNameOne , "Hp:" + hpOne

if hpTwo <= 0 then

battleLog += dragNameOne , " special attacks " , dragNameTwo , ", for " , spAttackOne , " damage, paralyzing themself for the next turn. " , dragNameTwo , " has 0 hp left " , dragNameTwo , " is dead. " , playerNameOne , " is the winner"

else

battleLog += dragNameOne , " special attacks " , dragNameTwo , ", for " , spAttackOne , " damage, paralyzing themself for the next turn. " , dragNameTwo , " has " , hpTwo , " hp left"

battleLogTxt.Text = battleLog

turn = turn + 2

else if turn >= 2 then

if blockBoolOne then

if blockAttackOne >= spAttackTwo then

battleLog += "The attack was nullified"

else if spAttackTwo > blockAttackOne then

hpOne = (hpOne + blockAttackOne) - spAttackTwo

else

hpOne = hpOne - spAttackTwo

blockBoolOne = false

hpLbl.Text = "Hp:" , hpOne

playerTurnLbl.Text = dragNameOne , "'s turn"

opponentLbl.Text = playerNameTwo , "'s details"

opponentDragLbl.Text = dragNameTwo , "Hp:" + hpTwo

if hpOne <= 0 then

battleLog += dragNameTwo , " special attacks " , dragNameOne , ", for " , spAttackTwo , " damage, paralyzing themself for the next turn. " , dragNameOne , " has 0 hp left" , dragNameOne , " is dead. " , playerNameTwo , " is the winner"

else

battleLog += dragNameTwo , " special attacks " , dragNameOne , ", for " , spAttackTwo , " damage, paralyzing themself for the next turn. " , dragNameOne , " has " , hpOne , " hp left"

battleLogTxt.Text = battleLog

turn = turn - 2

return

void defendBtn()

if turn <= 1 then

blockBoolOne = true

blockBoolTwo = false

hpLbl.Text = "Hp:" , hpTwo

playerTurnLbl.Text = dragNameTwo , "'s turn"

opponentLbl.Text = playerNameOne , "'s details"

opponentDragLbl.Text = dragNameOne , "Hp:" , hpOne

battleLog += dragNameOne , " defends against " , dragNameTwo ,

battleLogTxt.Text = battleLog

turn = turn +1

else if turn >= 2 then

blockBoolTwo = true

blockBoolOne = false

hpLbl.Text = "Hp:" , hpOne

playerTurnLbl.Text = dragNameOne , "'s turn"

opponentLbl.Text = playerNameTwo , "'s details"

opponentDragLbl.Text = dragNameTwo , "Hp:" , hpTwo

battleLog += dragNameTwo , " defends against " , dragNameOne

battleLogTxt.Text = battleLog

turn = turn -1

return

end