Proposal

For my project, I decided to create a java program that run as a game. The game’s name is “Hero Fight with Dragon”. At the beginning, the hero and dragon both have 20 HP (health point), and they both have no MP (magic point). Then, player can choose the difficult level of the game: easy, medium, and hard. Based on the game level, player would face the different dragon, and player has four choices. First one is normal fighting. If player choose fighting, he would waste one point MP, and let the dragon decrease one HP, but if player does not have enough MP, this cannot work. Second one is defense. This means player won’t get any loss of HP. Next one is saving energy. Player might get hurt by dragon but he would get one MP. Last one is magic fighting. This will cost three points MP, and will let dragon loss four points HP. However, the dragon also has the same choices with hero (the player). When hero or dragon has no HP, the game will be finished.