# RPG Strategy

player:

I need ask user for name and save that name, and give the user greeting.

print: console will print the players name, HP, and each item in their inventory. Maybe you can make some cool console log for print all these information to user. Remember that you need to print most updated information of user.

players name:

HP: health points – numeric value, such as 50/100

inventory: player will gain some special item as a inventory if player kills enemy. Maybe you can create an array to add those inventory and also new inventory later. After you find out that what the item would be, you can show it to user on the console.

walk(): I need to ask user to enter ‘w’ to walk. And after that I should create a random number between 1-4, and choice one of those random number in **if statement** as a goal to check. If that number happened, enemy should appear and attack. (A 1/3 or 1/4). In if statement, if that number happened, **fight()** will happening. Otherwise, I need to tell user that they didn’t run into a monster.

if(user enter w)  
 if(1 in 4)

fight();

else ‘tell user they didn’t run into a monster’

else ‘I need to tell user what’s in their inventory, and their health, and then tell them to push w to walk’

user can decide to attack or run: here I need give user an option to choose

attackEnemy(): this is when user attack. if user attacking, I need to create a random number for attack power between min and max (I think I can choose the number for min and max…!?), (can be chosen out of a minimum of 3 different enemy names)

I think I can also print that what the power of the attack was.

run():here I need to create random number between 1-2. Meaning a 50% chance of escaping. (I’m not sure but looks like the other 50%, user not able to escape or not able to run …!!!???)

let’s say if the other 50%, user won’t be able run or escape, what should I do..??

but after player **attacks or runs,** right after that, enemy will attack back and it will be a random damage amount. Means I need create damage amount number maybe between min and max.  
  
**if** (1 in 2)  
 ‘tell user that they successfully got away and continue walking’. You need to find out what is mean by walking here. **Important:** you don’t need

to call walk() here. **What should player do here then!!!!???**

**else** ‘tell user they were not able to run’.

Important: do not call fight() here. Or maybe you want to call fight. However, I need to call one of the attack functions.

enemyDie(): this is happening when player kills enemy. Means enemy’s HP will reach zero (0).  
and also, when this is happened, I need to give a user some HP and also special Item that will be store in user’s inventory. (I don’t know, think to see what you can give as a item)

Die(): enemy kills player. If the player die, **game should be over**. I need to console log an **cool death message**.

Fight():

enemyCreation():

enemyAttack(): this is when enemy attacks. I need to create a random number for power of attack amount. (maybe between min and max.)

Enemies:

Random number for enemy

Random number for damage power (min, max)