% Executing the functions for the rooms

% This is the part where the actual game happens

Room1();

[roomChoice2, player2\_out, atklist2\_out] = Room2();

if roomChoice2 == 1

Room3();

end

player4\_out = Room4(player2\_out, atklist2\_out);

[player5\_out, atklist5\_out] = Room5(player4\_out, atklist2\_out);

[roomChoice6, player6\_out, atklist6\_out] = Room6(player5\_out, atklist5\_out);

if roomChoice6 == 1 % Forwards

[finalPlayer\_out, finalAtkList] = Room7(atklist6\_out);

elseif roomChoice6 == 2 % Right

player8\_out = Room8(player6\_out, atklist6\_out);

[finalPlayer\_out, finalAtkList] = Room9(player8\_out, atklist6\_out);

end

cured = Room10(finalPlayer\_out, finalAtkList);

if cured == 1

Cured();

elseif cured == 2

Uncured();

end

% Function for Room 1

function Room1()

fprintf("It’s been an hour since they stopped responding to " + ...

"your cries for help, your pounding at the stone.")

input('');

fprintf("Your hands are scraped raw, your fingertips throbbing at " + ...

"endless attempts to pry open the rough, cold cavern wall " + ...

"where there once was a door.")

input('');

fprintf("You finally consider the possibility that they have " + ...

"given up and left. The thought brings fresh tears into your " + ...

"sore eyes, and deep down,\nyou know that nobody can hear you " + ...

"when you tilt your head back and sob into the dank, mildewed air.")

input('');

fprintf("You jump as a flash of light illuminates the space behind " + ...

"you with a blast of hot air. A torch has lit itself.")

input('');

fprintf("You take it off its space in the wall. In front of you, " + ...

"newly lit by the fresh torch, a set of stairs descends into the " + ...

"earth.\nThe rank smell of rot cuts through the air from here. " + ...

"This is a place of death.")

input('');

fprintf("You grit your teeth, facing the one irrefutable fact you " + ...

"are sure of in this place of uncertainty.")

input('');

fprintf("There is no way back the way you came. You can only go forward.\n")

input('');

end

% Function for Room 2

function [roomChoice, player, atklist] = Room2()

fprintf("The stairs are slick with a dark liquid. " + ...

"You hope it’s not what you think it is.")

input('');

fprintf("As you approach the next room, you breathe a sigh of relief. " + ...

"Obviously, you knew this stairway would have an end, but it was " + ...

"hard to\npush away the lingering fear of an endless descent. ")

input('');

fprintf("This is a regular dungeon, and all regular dungeons had an ending.")

input('');

fprintf("Your relief is short-lived, however, when you notice the " + ...

"enormous bat in the middle of the room. It catches sight of you," + ...

"\nand it bares its fangs with a hateful hiss.")

input('');

% Player inventory items stored in arrays

% [name, amount damage/health]

dagger = ["Small Dagger", 5];

healthptn = ["Health Potion", 5]; % +5 HP to player

manaptn = ["Mana Potion", 5]; % +5 MP to player

% player starter attack choices

atklist = [healthptn; manaptn; dagger];

player = [25, 25, 20, 20, 10, 10];

[success, player] = Encounter(1, player, atklist);

if success == true

fprintf("You try to wipe off its blood with shaking hands. Some of it " + ...

"got in your mouth, and you cough and spit until you " + ...

"can’t taste it anymore.")

input('');

fprintf("You never should have joined your friends on this " + ...

"adventure. You always had a feeling that they preferred " + ...

"spending time without you.")

input('');

fprintf("There are two hallways out of this room.")

input('');

fprintf("To the left, the smell of rot and death grows stronger. " + ...

"You can hear a quiet chittering in the darkness.")

input('');

fprintf("To the right, there is silence. The smell of decay is " + ...

"only slight, but in its place, brackish water and rust.")

input('');

roomChoice = input("The rooms:\n[1] Left\n[2] Right\nMake your choice: ");

elseif success == false

cont = input("Try again?\n[1] Yes\n[2] No\n Make your choice: ");

if cont == 1

Room2();

elseif cont == 2

fprintf("GAME OVER")

return

end

end

end

% Function for Room 3; instant death, automatically goes to Room 4

% if player wants to continue

function Room3()

fprintf("You would rather not face whatever is making those noises.\n" + ...

"Despite the smell of what you are now sure is blood in " + ...

"the water, you surely prefer it over decay.")

input('');

fprintf("You charge ahead, now ready to be one step closer to the " + ...

"exit. To being done with this whole affair. To being home.")

input('');

fprintf("You couldn’t wait to see the faces of your friends when " + ...

"you showed them that you did it. That you made it out alive, all " + ...

"by yourself.\nThat you were worthy to be a part of " + ...

"their group.")

input('');

fprintf("In your rush, you forget to watch the steps below your feet.")

input('');

fprintf("What used to be slick but solid stone gives way to " + ...

"nothing but air. Your screams echo as you are violently " + ...

"pulled downwards by gravity.")

input('');

fprintf("Your shrieks are cut short when a four-foot stalagmite" + ...

" blooms from your chest as you hit the bottom. ")

input('');

fprintf("You weakly turn your head, coughing blood. Surrounding" + ...

" you are several skeletons, all in the same position you are.\n" + ...

"You are not the first to meet this fate, and as you stare up" + ...

" at the stars through the small hole in the ceiling miles above,\n" + ...

"you know that you are far from the last.")

input('');

cont = input("Try again?\n[1] Yes\n[2] No\n Make your choice: ");

if cont == 2

fprintf("GAME OVER")

return

end

end

% Function for Room 4

function player\_out = Room4(player\_in, atklist)

fprintf("Carefully, you adjust the grip on your torch and ready yourself " + ...

"to face whatever is in the next room.")

input('');

fprintf("A man-sized rat, pitch black with beady red eyes, huddles over " + ...

"a skeleton of a past adventurer.")

input('');

fprintf("Its enormous, bulging eyes lock onto you and it shrieks, " + ...

"lurching towards you with clawed hands outstretched.")

input('');

[success, player\_out] = Encounter(2, player\_in, atklist);

if success == true

fprintf("Once again, you wipe the blood of your hands. You are " + ...

"tired enough that your hands have stopped shaking.")

input('');

fprintf("You step over the adventurer’s skeleton. Its grinning face " + ...

"stares back at you.")

input('');

fprintf("Over its wasted frame, it is wearing the most colorful, " + ...

"intricate robes you have ever seen. On its head,\n" + ...

"a wide-brimmed swashbuckler’s hat, adorned with feathers of " + ...

"a bird you’ve only ever seen in storybooks.")

input('');

fprintf("You’re sure it won’t be missed if you took it.")

input('');

outfitChoice = input("Take the robes and hat?\n[1] Yes\n[2] No\n Make your choice: ");

if outfitChoice == 1

fprintf("You are now wearing the absolute sickest outfit you've ever worn in your life. " + ...

"The skeleton creaks in place and you jump,\nreadying yourself for a fight. " + ...

"It simply raises its fist and gives you a thumbs up. You smile.")

input('');

elseif outfitChoice == 2

fprintf("It's better to leave them as they were.")

input('');

end

fprintf("There is only one exit to this room. You continue on.\n")

input('');

elseif success == false

cont = input("Try again?\n[1] Yes\n[2] No\n Make your choice: ");

if cont == 1

Room4(player\_in, atklist);

elseif cont == 2

fprintf("GAME OVER")

return

end

end

end

% Function for Room 5

function [player\_out, atklist\_out] = Room5(player\_in, atklist\_in)

player\_in\_temp = player\_in;

fprintf("You carefully peek around the corner. Whatever is in this room, " + ...

"you’re determined to take it by surprise.")

input('');

fprintf("You rush out, yelling a battle cry. But there is no one to answer your call.")

input('')

fprintf("You stop and look around the room, feeling a little stupid. " + ...

"In the center of the room, there is a single stand holding a book.\n" + ...

"Your heart skips a beat when recognize it’s a spell tome for fire.")

input('')

fprintf("The cover is worn and cracked, like it has been well-loved over the years. " + ...

"It reminds you of your favorite book in the town library.")

input('')

bookRead = input("Read the book?\n[1] Yes\n[2] No\n Make your choice: ");

if bookRead == 1

fprintf("As you pore over the pages, a warmth fills your chest. " + ...

"You feel a little stronger than before, a little wiser.")

input('');

fprintf("You remember how you didn’t speak up after your party found a spell tome " + ...

"and ignored you when you asked to read it.\nThey gave it to someone else, " + ...

"who simply threw it away in her enchanted bag. You’re sure she still hasn’t read it.")

input('');

fprintf("You close your eyes and, as if you’ve known how to do so all your life, " + ...

"summon fire at the center of your palm. It feels like home. ")

input('');

fire = ["Flame Spell", 10]; % 10 DMG to enemy, -10 MP

atklist\_in\_temp = [atklist\_in; fire];

elseif bookRead == 2

fprintf("Too suspicious. No matter how much it calls to you, " + ...

"how safe you would feel with it in your hands,\n" + ...

"you would rather go without the potential knowledge to be safe.")

input('');

fprintf("You remember how you didn’t speak up after your party found a spell tome " + ...

"and ignored you when you asked to read it.\nThey gave it to someone else, " + ...

"who simply threw it away in her enchanted bag. You’re sure she still hasn’t read it.")

input('');

fprintf("You feel a pang of regret for following in her footsteps, " + ...

"but you remind yourself that it’s safer to keep away.")

input('');

atklist\_in\_temp = [atklist\_in];

end

fprintf("Across the room, almost out of sight in the corner, you spot a medium-sized chest. " + ...

"It is already open, but something inside\nwinks back at you in the firelight.")

input('');

peekChest = input("Look inside the chest?\n[1] Yes\n[2] No\n Make your choice: ");

if peekChest == 2

fprintf("If it’s already been opened, there must be nothing of use inside.\n" + ...

"You leave through the single exit.")

input('');

player\_out = player\_in\_temp;

atklist\_out = atklist\_in\_temp;

elseif peekChest == 1

fprintf("The top is stuck. You wrench it open as far as you can and reach inside. " + ...

"You dig around, trying to feel for anything valuable.\nBut before you find anything, " + ...

"the chest roars and, with a quick bang, clamps down on your hand. You take 5 damage.")

player\_in\_temp(1) = player\_in\_temp(1) - 5;

input('');

fprintf("You tear your arm out and leap back, blood staining your clothes. " + ...

"You are hit with a wave of dizziness\nand you are forced to steady yourself " + ...

"against the spell tome stand.")

input('');

fprintf("The mimic stands at its full height and, with another roar " + ...

"that echoes in your ears, bounds towards you at an unnatural speed.")

input('');

[success, player\_out] = Encounter(3, player\_in\_temp, atklist\_in\_temp);

if success == true

fprintf("You are almost too tired to stand. You think the mimic is dead, " + ...

"but just to be sure, you bring your foot down on what you think is its head\n" + ...

"as hard as you can. The wood splinters into a thousand pieces, " + ...

"as if it had always been a normal chest.")

input('');

fprintf("You get up to leave, but something sparkles at you through the debris, " + ...

"just as it had before.")

input('');

fprintf("Carefully, you lift the pieces away, still ready to jump back " + ...

"at the slightest movement.")

input('');

fprintf("In the dim firelight of the torch, you see 50 gold pieces " + ...

"and 3 mana potions glittering at you inside the ruined chest.\n" + ...

"You take them and leave through the single exit.\n")

input('');

player\_out(6) = player\_out(6) + 3;

atklist\_out = atklist\_in\_temp;

elseif success == false

cont = input("Try again?\n[1] Yes\n[2] No\n Make your choice: ");

if cont == 1

Room5(player\_in, atklist\_in);

elseif cont == 2

fprintf("GAME OVER")

return

end

end

end

end

% Function for Room 6

function [roomChoice, player\_out, atklist\_out] = Room6(player\_in, atklist\_in)

fprintf("A slow, quiet scraping fills the next room. Compared to the noises before, " + ...

"this one is careful, measured, deliberate. You proceed with caution.")

input('');

fprintf("A goblin squats hunched in the center of the room. In her lap sits a bow she has been carving, " + ...

"whittled to perfection by an expert hand.\nAlerted by your torch, she turns to you, " + ...

"her eyes glittering with both intelligence and malice.")

input('');

[success, player\_out] = Encounter(4, player\_in, atklist\_in);

if success == true

fprintf("You take the bow from the dead goblin’s hands. You are almost sorry to " + ...

"have destroyed such a master of the craft. Almost.")

bow = ["Bow and Arrow", 10];

atklist\_out = [atklist\_in; bow];

input('');

fprintf("You also search her robe’s many pockets and find 5 health potions.")

player\_out(5) = player\_out(5) + 5;

input('');

fprintf("You take one last glance before you leave. Even in death, her expression of hateful spite remains.\n" + ...

"It reminds you of what you see in your friends’ faces when they look at you.")

input('');

fprintf("There are two exits ahead. Directly in front of you, there is total silence. " + ...

"To your right, deep, heavy breathing.")

input('');

roomChoice = input("The rooms:\n[1] Forwards\n[2] Right\nMake your choice: ");

elseif success == false

cont = input("Try again?\n[1] Yes\n[2] No\n Make your choice: ");

if cont == 1

Room6(player\_in, atklist\_in);

elseif cont == 2

fprintf("GAME OVER")

return

end

end

end

% Function for Room 7 (path w/ no conflict, less payoff)

function [player\_out, atklist\_out] = Room7(player\_in, atklist\_in)

fprintf("As you suspected, there is nothing to face in this room. " + ...

"You're almost disappointed. You can’t help feeling like you could have\n" + ...

"gotten more, had you taken the other hall.")

input('');

fprintf("It’s too late now. You can only move forward. You look around the room for anything useful.")

input('');

fprintf("There, where several bricks had been pried out of the wall, " + ...

"you find 20 gold pieces, 1 cure disease potion,\nand a flask of " + ...

"purified water. It looks like it was meant\nto be thrown at something, and shatter on impact.")

input('');

water = ["Purified Water", 0];

atklist\_out = [atklist\_in; water];

player\_out = player\_in;

fprintf("You pocket take the potion and the gold pieces. You also clip " + ...

"the flask to your belt for an easy reach, just in case.")

input('');

fprintf("Ahead of you, there is a single exit. It seems that the smell " + ...

"of rot has come from this room. The hairs\non the back of your neck " + ...

"stand painfully stiff, and a shudder runs through you.")

input('');

fprintf("There is something evil in this room. Something ancient.\n")

input('');

end

% Function for Room 8 (path w/ more conflict, more payoff)

function player\_out = Room8(player\_in, atklist\_in)

fprintf("Now that you have a taste for adventure, you feel a fire " + ...

"in your heart. By now, you have done things\nyou could barely have " + ...

"dreamed of, even while in an adventuring party. " + ...

"This next challenge is only the next step of your journey.")

input('');

fprintf("An ogre stands before you. In the tight, cramped space of the dungeon room, " + ...

"it looks as tall as a giant.")

input('');

fprintf("You falter in your steps, and the noise echoes in what " + ...

"little space there is. It looks at you dead-on.")

input('');

fprintf("There is no one here to help you. You are alone. " + ...

"You stand firm in place and prepare yourself for battle.")

input('');

[success, player\_out] = Encounter(5, player\_in, atklist\_in);

if success == true

fprintf("The earth shakes as it falls face-down. It takes you a " + ...

"moment to realize what you’ve done.\nWhat sometimes takes " + ...

"an entire mob of villagers, you have done all on your own.")

input('');

fprintf("You can do nothing but laugh. You laugh harder, longer, " + ...

"and louder than you ever had around your old friends." + ...

"\nIf they could only see you now.")

input('');

fprintf("Scattered around the room, among the few bones of the " + ...

"unfortunate, you find 30 gold pieces, 5 health potions, " + ...

"and 5 mana potions.")

player\_out(5) = player\_out(5) + 5;

player\_out(6) = player\_out(6) + 5;

input('');

fprintf("Nothing can stop you now. You can feel it deep within; " + ...

"it’s almost over, and you’ll leave this dungeon remade.\n")

input('');

elseif success == false

cont = input("Try again?\n[1] Yes\n[2] No\n Make your choice: ");

if cont == 1

Room8(player\_in, atklist\_in);

elseif cont == 2

fprintf("GAME OVER")

return

end

end

end

% Function for Room 9

function [player\_out, atklist\_out] = Room9(player\_in, atklist\_in)

fprintf("There is nothing to fight in the next room. You’re almost " + ...

"disappointed. But you remember how far you’ve come,\nand you " + ...

"realize you’ve had more adventure than anyone has ever expected of you.")

input('');

fprintf("Sunlight trickles in from the ceiling far above. " + ...

"It falls on an object in the center of the room.")

input('');

fprintf("You approach it. It’s a beautiful sword, almost as long as " + ...

"you are tall, engraved with epic scenes from the heavens.")

input('');

fprintf("You take the Hallowed Sword in your hands, and it seems to hum. " + ...

"You feel new strength within you, and you stand a little taller.")

input('');

hallow = ["Hallowed Sword", 20];

atklist\_out = [atklist\_in; hallow];

fprintf("To its side, you find 100 gold pieces, 5 health potions, " + ...

"3 mana potions, 1 potion of cure disease.")

input('');

player\_out = player\_in;

player\_out(5) = player\_out(5) + 5;

player\_out(6) = player\_out(6) + 3;

fprintf("Ahead of you, there is a single exit. It seems that the smell " + ...

"of rot has come from this room. The hairs\non the back of your neck " + ...

"stand painfully stiff, and a shudder runs through you.")

input('');

fprintf("There is something evil in this room. Something ancient.\n")

input('');

end

% Function for Room 10

function cured = Room10(player\_in, atklist\_in)

fprintf("You walk into the room with a new confidence. " + ...

"Whatever is in here, you can face it.")

input('');

fprintf("But as you look around, you find nothing. It seems " + ...

"completely empty, save for the set of stairs leading up.")

input('');

fprintf("You cheer with joy. You’ve found the exit. " + ...

"You’re going to make it home. You've survived.")

input('');

fprintf("It isn’t until you're about to cross the threshold do " + ...

"you hear movement above you.")

input('');

fprintf("The soft hiss of an ancient tongue, long dead to the world. " + ...

"As the creature drops down from the ceiling, you realize that " + ...

"for once,\nyou were the one being hunted.")

input('');

fprintf("The Elder Vampire grabs the back of your head in its cold, " + ...

"sharp fingers. Your ears pop as your skull is slowly crushed\nunder its unrelenting grip.")

input('');

fprintf("You haven’t felt cold, white terror like this since the " + ...

"entrance first slammed shut with you on the wrong side.")

input('');

fprintf("The air is choked with the now familiar smell of decay. " + ...

"You can barely see from the stench; your eyes are watering." + ...

"\nYou realize this whole time, it has been coming from the " + ...

"creature who is holding your head in a vice.")

input('');

fprintf("As much as you try to struggle, you can't get free. " + ...

"There is a sharp, violent pain that sets you on fire. " + ...

"You can do nothing but scream.")

input('');

fprintf("And then, like it had never even seen you in the " + ...

"first place, it drops you to the floor.\nBut you are still " + ...

"burning. You’re sure you hit your head on the stone floor, " + ...

"but it doesn’t matter right now\nbecause you can do nothing " + ...

"but try to gasp for air.")

input('');

fprintf("You realize it has bitten you, and you only have so long " + ...

"before whatever poison is in you now runs\nits full course " + ...

"through your veins. For your own sake, you have to make it quick.")

input('');

[success, ~] = Encounter(6, player\_in, atklist\_in);

if success == true

fprintf("With a shrill shriek that sends parts of the cave walls " + ...

"crumbling, The Elder Vampire flails violently\nand falls " + ...

"to the ground in a twitching heap. You aren’t entirely " + ...

"sure it’s dead, but you have no time to lose.")

input('');

fprintf("With shaking hands, you quickly take the potion of cure " + ...

"disease from your bag. Your vision blurs.\nThe cold has now " + ...

"made you comfortably numb. You're sure that's not a good sign.")

input('');

fprintf("But you stop before the drink makes it past your lips. " + ...

"After this, you’ll go back to town, rejoin with your group," + ...

"\nand listen to their excuses why they never came. And what then?")

input('');

fprintf("You realize that you can’t stand being around them another minute.")

input('');

fprintf("The potion of cure disease sits in your hand, growing " + ...

"colder in your now-freezing grasp. You have a choice to make.")

input('');

cured = input("[1] Drink\n[2] Don't Drink\n Make your choice: ");

elseif success == false

cont = input("Try again?\n[1] Yes\n[2] No\n Make your choice: ");

if cont == 1

Room10(player\_in, atklist\_in);

elseif cont == 2

fprintf("GAME OVER")

return

end

end

end

% Function for ending w/o taking cure potion

function Uncured()

fprintf("It’s a beautiful night. Stars spill across the sky in a " + ...

"glittering song,\nand the open night air is sweet with the " + ...

"promise of freedom. Finally, you’ve escaped.")

input('');

fprintf("You could care less.")

input('');

fprintf("In the painful, overwhelming cacophony of sights and sounds " + ...

"and smells that is your new world, you've found where they are.")

input('');

fprintf("They made it all the way back to town. They’re being hailed " + ...

"as heroes. And they never missed you for a second.")

input('');

fprintf("Even from here, the air reeks of booze and lies.")

input('');

fprintf("There is nothing but a cold, empty cavity in your chest now. " + ...

"Even when you think of them. Especially when you think of them.")

input('');

fprintf("You begin the hunt.\n")

end

% Function for ending w/ taking cure potion

function Cured()

fprintf("It’s a beautiful night. Stars spill across the sky in a " + ...

"glittering song,\nand the open night air is sweet with the " + ...

"promise of freedom. Finally, you’ve escaped.")

input('');

fprintf("You raise your arms to the heavens and laugh.")

input('');

fprintf("You’re not sure where they are, but it doesn’t matter. " + ...

"Let them live their lives. You’ve moved on.")

input('');

fprintf("You hold your bag, now filled with mementos of your " + ...

"adventure, against you and smile.\nYour heart grows warm just " + ...

"thinking of what you’ll do next. You’re grateful that, " + ...

"after everything, it’s still beating.")

input('');

fprintf("This is only the beginning.\n")

end

% Function for player's turn during combat

function [player, enemy] = PlayerTurn(player, atklist, enemy, enemyNextTurn)

fprintf("Your available attacks:\n")

for i = 1:length(atklist)

if atklist(i, 1) == "Health Potion"

fprintf("[%.0f] %s x%.0f\n", i, atklist(i, 1), player(5))

elseif atklist(i, 1) == "Mana Potion"

fprintf("[%.0f] %s x%.0f\n", i, atklist(i, 1), player(6))

else

fprintf("[%.0f] %s, %.0f damage\n", i, atklist(i, 1), atklist(i, 2))

end

end

choice = input("What would you like to use? ");

itemName = atklist(choice, 1);

itemEffect = str2double(atklist(choice, 2));

enemyName = enemy(1);

enemyCurHealth = str2double(enemy(2));

enemyFullHealth = str2double(enemy(3));

% Swinging sword/dagger

if itemName == "Small Dagger" || itemName == "Hallowed Sword"

enemyCurHealth = enemyCurHealth - itemEffect;

enemy(2) = enemyCurHealth;

fprintf("You swing your %s. %s takes %.0f damage. " + ...

"%s's HP: [%.0f] / [%.0f]\n", itemName, enemyName, itemEffect, ...

enemyName, enemyCurHealth, enemyFullHealth)

end

% Firing arrow

if itemName == "Bow and Arrow"

enemyCurHealth = enemyCurHealth - itemEffect;

enemy(2) = enemyCurHealth;

fprintf("You fire an arrow. %s takes %.0f damage. " + ...

"%s's HP: [%.0f] / [%.0f]\n", enemyName, itemEffect, ...

enemyName, enemyCurHealth, enemyFullHealth)

end

% Casting fire

if itemName == "Flame Spell" && player(3) >= 5

enemyCurHealth = enemyCurHealth - itemEffect;

enemy(2) = enemyCurHealth;

player(3) = player(3) - 5;

fprintf("You cast flame. %s takes %.0f damage. " + ...

"%s's HP: [%.0f] / [%.0f]. Your MP: [%.0f] / [%.0f]\n", ...

enemyName, itemEffect, enemyName, enemyCurHealth, enemyFullHealth, ...

player(3), player(4))

elseif itemName == "Flame Spell" && player(3) < 5

fprintf("The flame sputters to nothing, giving the enemy a chance " + ...

"to strike.\n")

end

% Using purified water

if itemName == "Purified Water" && enemyNextTurn == false

fprintf("The Elder Vampire staggers, screeching in an " + ...

"ancient language and clutching its smoking face. " + ...

"You are able to take another action.\n")

enemyNextTurn = true;

atklist(choice, :) = [];

[player, enemy] = PlayerTurn(player, atklist, enemy, enemyNextTurn);

end

% Using health potion

if itemName == "Health Potion" && (player(1) < player(2)) && player(5) > 0

player(1) = player(1) + 5;

player(5) = player(5) - 1;

fprintf("The healing potion’s restorative energy brings " + ...

"strength back to your limbs. You gain 5HP. " + ...

"Your current HP: [%.0f]/[%.0f]\n", player(1), player(2))

[player, enemy] = PlayerTurn(player, atklist, enemy, enemyNextTurn);

elseif itemName == "Health Potion" && (player(1) >= player(2)) && player(5) > 0

fprintf("You can't raise your health any higher than it is.\n")

[player, enemy] = PlayerTurn(player, atklist, enemy, enemyNextTurn);

elseif itemName == "Health Potion" && (player(5) <= 0)

fprintf("You have no more health potions.\n")

[player, enemy] = PlayerTurn(player, atklist, enemy, enemyNextTurn);

end

if itemName == "Mana Potion" && (player(3) < player(4)) && player(6) > 0

player(3) = player(3) + 5;

player(6) = player(6) - 1;

fprintf("The mana potion’s arcane knowledge stirs inside you. " + ...

"You gain 5MP. Your current MP: [%.0f]/[%.0f]\n", player(3), player(4))

[player, enemy] = PlayerTurn(player, atklist, enemy, enemyNextTurn);

elseif itemName == "Mana Potion" && (player(3) >= player(4)) && player(6) >= 0

fprintf("You can't raise your mana any higher than it is.\n")

[player, enemy] = PlayerTurn(player, atklist, enemy, enemyNextTurn);

elseif itemName == "Mana Potion" && (player(6) <= 0)

fprintf("You have no more mana potions.\n")

[player, enemy] = PlayerTurn(player, atklist, enemy, enemyNextTurn);

end

enemyNextTurn = false;

end

% Function for enemy's turn during combat

function [player, enemy] = EnemyTurn(player, enemy)

player(1) = player(1) - str2double(enemy(4));

fprintf("%s scores a hit. You take %.0f damage. " + ...

"Your current HP: [%.0f]/[%.0f].\n", enemy(1), str2double(enemy(4)), player(1), player(2))

end

% Function for encounters, returns boolean if character dies

function [playerSuccess, player] = Encounter(enemyNum, player, atklist)

% Player character information stored in array

% [current HP, max HP, current MP, max MP, healthptn, manaptn]

% Starter stats for player = [25, 25, 20, 20, 10, 10];

% Enemy character information stored in arrays

% [name, current HP, max HP, attack damage]

if enemyNum == 1

enemy = ["Bat", 10, 10, 5];

end

if enemyNum == 2

enemy = ["Rat", 15, 15, 5];

end

if enemyNum == 3

enemy = ["Mimic", 25, 25, 5];

end

if enemyNum == 4

enemy = ["Goblin", 25, 25, 10];

end

if enemyNum == 5

enemy = ["Ogre", 30, 30, 10];

end

if enemyNum == 6

enemy = ["The Elder Vampire", 75, 75, 10];

end

enemyNextTurn = false;

while (player(1) > 0 && str2double(enemy(2)) > 0)

[player, enemy] = PlayerTurn(player, atklist, enemy, enemyNextTurn);

if (player(1) <= 0)

break

end

if (str2double(enemy(2)) <= 0)

break

end

[player, enemy] = EnemyTurn(player, enemy);

if (player(1) <= 0)

break

end

if (str2double(enemy(2)) <= 0)

break

end

end

if player(1) <= 0

fprintf("Your vision blurs, your legs grow weak. " + ...

"Your knees buckle, and as you hit the ground, " + ...

"you wish you never came here in the first place.\n");

playerSuccess = false;

elseif str2double(enemy(2)) <= 0

fprintf("%s falls to the ground dead.\n", enemy(1))

playerSuccess = true;

end

end