# Fighter Game

## Fighter

A Fighter is a virtual character of a specific profile, which currently includes 4 characteristics:

### Attack

The predisposition of the Fighter to be on the offensive, expressed as a range between 1 and 100.

### Defense

The predisposition of the Fighter to be on the defensive, expressed as a range between 1 and 100.

### Speed

The speed of the Fighter, expressed as a number between 1 and 50.

### Stamina

The stamina of the Fighter, expressed as a number between 1 and 50.

These four characteristics are used in calculations that will allow to determine the winner of a series of rolls, and eventually the winner of a fight. Extra characteristics, whether or not used in calculations, can be added.

Besides his profile, a Fighter has a Name which allows him to be recognized, as well as an initial level of Health Points (the exact level of which needs to be determined through the outcome of a simulation study), The Health Point level is reset to its initial level at the beginning of every Roll/Fight? (to be determined).

## Roll

A Roll is a round in a Fight. At this time, a Fight is composed of a maximum of 10 Rolls. The outcome of a Roll is determined by the level of Health Points held by each of the Fighters as a result of the calculations described further in this document. The outcome of a Roll is either one winner/one loser, or a tie. A Fighter that depletes his Health Points during a Roll is declared the loser of the Roll, and by extension also of the Fight.

## Fight

A Fight is a series of Rolls between one and the same pair of Fighters. The outcome of the Fight may be clear after fewer Rolls than the maximum 10, if one of the Fighters has completely depleted his Health Points before reaching that number. If the Fight is undecided at the end of Roll 10, the Fighter with the most Health Points is considered as the winner (or is it the Fighter with the most won Rolls? Or both?). If both Fighters have an identical Health Point level, a tie is declared.