Gold Team Check-in

Group Member: Anthony Gray

Problem set out to solve:

- Creating an opponent class to create enemies for the player to battle
- Create csv file in order to create multiple opponents (who contain different elements
- Element advantage function started to apply damage multipliers based on player and opponent element

Summary of work on project: Responsible for the creation and utilization of the opponent aspect of our text-based game. Interactions of methods and functions from opponent class and how it fits with player and room aspects of the game,

File (or function/method) containing group member's solution:

- Opponent class created and corresponding objects initialized
- Opponent csv created
- Element_advantage function creates damage multipliers based on opponent and player element.
    - Example: Fire > Water so 1.5 or 50% increase in player's base damage to opponent.

Group Member: Paul Rozario

Problem set out to solve:

- Instantiating a player Element type alongside their attributes

Summary of work on project:

- I created the element class which had the element name, healthpoints, strength, luck, and room as attributes. There are a series of inputs which sets the players attributes accordingly. Some of the attributes such as luck will influence the course of the battle.

File (or function/method) containing group member's solution:

final_project.py

Group Member: Michael Okeno

Problem set out to solve: Assigning a battle room to the player based on the input they give

Summary of work on project: I created a room class that has the room number, and has a method that will ask the player what room they want to start in. Once the room is chosen it will print out the battle room containing what the user selected

File (or function/method) containing group member's solution:

- Room class and attributes init
- Room selection method that determines the user's choice of the battle room based on the value they added