Exercise1 Screen Shots

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Notes: There are two possibilities:

Player gets attacked by Small sewer rat or not, the possibility from a random number, if the random number is 1, which means attack successfully.

Also means, every time go Hallway, not sure if rat attack player successfully or not.

If yes, Player’s hitpoints will decrease. Otherwise, the hitpoints is still 10 points.

The design is same as all other cases: Chamber, Attack.

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As the instruction, when player goes to Glowing Portal, the game ends and quits.

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Restart the game. When player choose Attack:

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There are two possibilities for attack Small sewer rat:

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There are two possibilities for attack Giant Dragon:

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Game quits when player choose ‘Exit game’.

Graphical user interface, text

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