Project 1

Role playing game

Csc-5 43952

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Date: 5/18/2015

Introduction

Title: RPG!

The game I made is a crappy little role playing game, or RPG, in which the player is transported to the future in which the human race has been conquered by aliens. The player plays the role of a simple factory worker who decides to get drunk one night, and wakes up with his arm removed and replaced with a weapon. From then on, the player must make various choices that will either save the human race, destroy it, or everything in between. The player is usually given two choices, depending on which one is made will affect the next set of choices. The player can also earn experience points (xp) as well as health and attack upgrades. You also have the option to save the game throughout various check points within the game.

Summary

Project size: around 640 lines

?? The number of variables: around 20

Number of method: around 10

This project includes many concepts from the books, and thanks to its turn based play style, it has a lot of potential to be expanded upon for future iterations, such as adding extra mini games here and there, making the story more complex, or even the addition of pictures.

The whole project took about a week to create because for the whole week before that I was toying with different game styles that I wanted to implement, such as Nintendo's mode 7, or using the "Unreal Engine", or making a pong game, but I quickly learned that those projects were bit too ambitious for a crappy beginner like myself, so decided to play it safe and made the

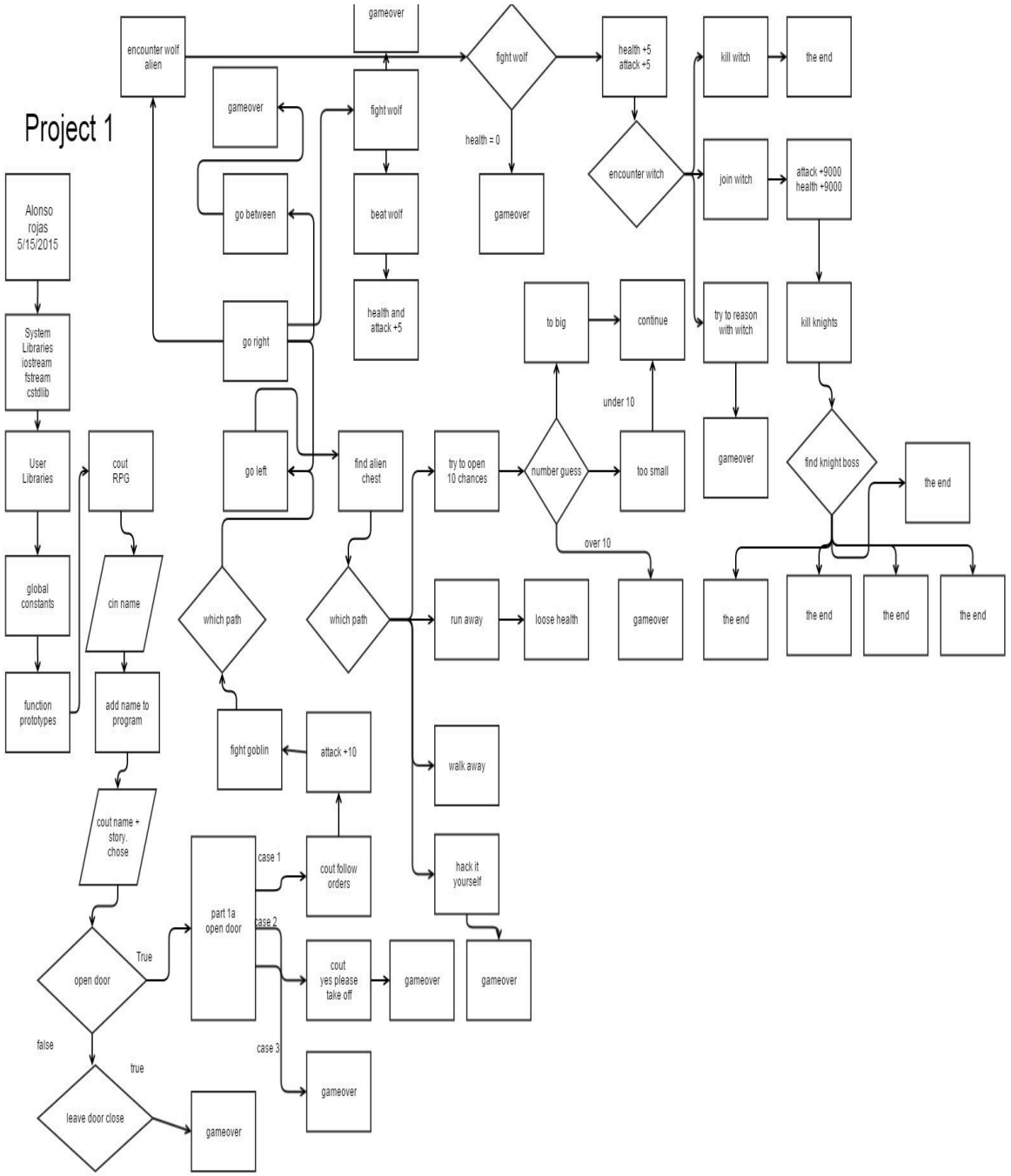
type of game I knew best. Most of the game was not that difficult to make, as I had past experience making this sort of game using a very simple version of python within the renpy engine, but I had a lot of trouble trying to implement every single thing that I was supposed to had learned. I don't even think I implemented all of them to be honest, the whole process was just a blur of frustration with the occasional feeling of satisfaction.

My satisfaction with the game will be based on whatever grade I receive, because as of right now, I honestly have no idea whether it was good or bad. I liked the story, and I thought it was fun, but I'm not sure if my programing was up to the task.

I realized that even though I could copy what was being done in class and could google my problems online for homework, making your own thing is difficult.

Description

The point of the program is to have the player press a button, usually one or two, and have the program progress based on the choices made.


Project 1
Alonso
rojas
5/15/2015
System
Libraries
iostream
fstream
cstdlib
User
Libraries
global
constants
function
prototypes
cout
RPG
cin name
add name to
program
cout name +
story.
chose
open door
True
false
leave door close
true
gameover
part 1a
open door
case 1
case 2
case 3
cout follow
orders
cout
yes please
take off
gameover
gameover
gameover
fight goblin
attack +10
which path
go left
go right
go between
gameover
encounter wolf
alien
fight wolf
gameover
fight wolf
beat wolf
health and
attack +5
health = 0
gameover
find alien
chest
which path
try to open
10 chances
number guess
under 10
too small
over 10
gameover
run away
loose health
gameover
walk away
hack it
yourself
fight wolf
health +5
attack +5
encounter witch
kill witch
the end
join witch
attack +9000
health +9000
to big
continue
try to reason
with witch
gameover
kill knights
find knight boss
the end
the end
the end
the end
the end

Pseudo code

Initialize

Functions are the mechanical parts of the game like the battle/level up, will be used several times throughout the game

All functions below are the actual game itself

The parameters will stay constant throughout the game. Except for certain functions like the game over screen, which differ depending on your ending

Tittle

    Rpg in big letters

Death system original

Save process

Battle process

Health system

Number guess system

Chest upgrade

Wake up

    Give name

    Answer yes or no (does not matter)

Door options

Open door

    Case 1 follow orders (continue)

    Case 2 ask to take off arm (die)

    Case 3 do nothing (die)

Ignore door

    Fight knight (die)

Continue from case 1 (follow orders)

    Attack +10

Fight goblin class alien

- Win (continue)
- Die

Continue in one of 3 ways

- Go left
- Go right
- Default (die)

Left continued, choose 1 of four ways to address chest

- Try to hack into it (initialize number guessing game)(if win, then go to part 3)
- Run away (loose part of health)
- Walk away
- Try to stop the defense system(die)

Right continued (fight wolf class alien)

- Health = 0 (die)
- Defeat it (get +10 level up to health and attack)

Part 3, witch class alien encounter

- Kill witch (initialize battle sequence)(game ends)
- Join witch (continue)
- Reason with witch (die)

Join witch continued

- Gain +9000 attack and health
- Kill knight
  - Overthrow knight boss without killing him (the end)
  - Kill him and rule world (the end)
  - Give him your power (the end)
  - Destroy everything (the end)
  - It was all a dream (the end)

Major Variables

Type	Variable Name	description	location
int	Attack	Damage that can be dealt	Game, chest, part 1, part 1a, part 1b, part 1c, part 2, left, right, part 3, part 3a, part 3b, final, battle, save, gameover, chk_hp, lvlUP
	exp	Experience points	Game, chest, part 1, part 1a, part 1b, part 1c, part 2, left, right, part 3, part 3a, part 3b, final, battle, save, gameover, chk_hp, lvlUP
	level	Level player is on	Game, chest, part 1, part 1a, part 1b, part 1c, part 2, left, right, part 3, part 3a, part 3b, final, battle, save, gameover, chk_hp, lvlUP
	health	How much health before player dies	Game, chest, part 1, part 1a, part 1b, part 1c, part 2, left, right, part 3, part 3a, part 3b, final, battle, save, gameover, chk_hp, lvlUP
string	name	Player's chosen name	Game, chest, part 1, part 1a, part 1b, part 1c, part 2, left, right, part 3, part 3a, part 3b, final, battle, save, gameover, chk_hp, lvlUP
	Enemy_name	Name of enemy	battle
	Enemy_attack	Enemy's attack damage	battle
string	Enemy_health	Health points remaining on enemy	battle

Reference

1. Textbook (gaddis and savitch)
2. Google searches

Program

```
/*
* Name: Alonso Rojas
*
* Date: 5/14/2015
*
*/
//system libraries
#include <cstdlib>
#include<iostream>
#include <fstream>

using namespace std;
//user libraries



//global constants
// These functions are the mechanical part of the game ex: battle/level up
// Most will be used several times throughout the game
void clear_screen();
void title();
void gameover(string &name, int &attack, int &level);
void chk_hp(int &health);
void lvlUP(string &name, int &attack, int &exp, int &level, int &health,
      int &exp_earned);
void battle(string &name, int &attack, int &exp, int &level, int &health,
```

```
        string &enemy_name, int &enemy_attack, int &enemy_health);
void save(string &name, int &attack, int &exp, int &level, int &health);
//function prototypes
//All functions below are the actual game itself
// The parameters will stay constant throughout the game. Except for certain
// functions like the game over screen
void game(string &name, int &attack, int &exp, int &level, int &health);
void chest(string &name, int &attack, int &exp, int &level, int &health);
void part1(string &name, int &attack, int &exp, int &level, int &health);
void part1a(string &name, int &attack, int &exp, int &level, int &health);
void part1b(string &name, int &attack, int &exp, int &level, int &health);
void part1c(string &name, int &attack, int &exp, int &level, int &health);
void part2(string &name, int &attack, int &exp, int &level, int &health);
void left(string &name, int &attack, int &exp, int &level, int &health);
void right(string &name, int &attack, int &exp, int &level, int &health);
void part3(string &name, int &attack, int &exp, int &level, int &health);
void part3a(string &name, int &attack, int &exp, int &level, int &health);
void part3b(string &name, int &attack, int &exp, int &level, int &health);
void final(string &name, int &attack, int &exp, int &level, int &health);

//execution begins here
//Main menu/start of game
int main(int argc, char** argv) {

    string name;
    int attack = 1;
    int exp = 0;
    int level = 1;
    int health = 10;
    title();
    cout << "    The year is 2066, The human race has been conquered for 20 years,and put under the tyrannical rule of space aliens"<<endl;
    cout << "after falling unconscious at a local bar, you wake up in your house "<<endl;
    cout << "and realize that your arm has been replaced with some sort of cybernetic weapon. "<<endl;
    cout << "the arm boots up and says 'thank you for volunteering for the anti-alien cybernetic self defense initiative"<<endl;
```

```
    cout << "the choices you make now will effect not only how your future unfolds, but the future of humanity as well \n\n";

    cout << "Before we begin, what is your name? ";

    cin >> name;

    cout << "Alright " << name << ",my name is AARON, short for 'Anti Alien Robotic Obliteration Network' which you and I are part of
"<<endl;

    cout << "are you prepared and excited to fight for your species?"<<endl;

    cout << "Yes or no?"<<endl;

    string answer;

    cin >> answer;

    cout << "  Well, unfortunately your answer doesn't matter anyways because where you are"<<endl;

    cout << "going, you are a pawn to our organization, Nothing important at all."<<endl;

    part1(name, attack, exp, level, health);



    return 0;

}


// Clear screen.

void clear_screen() {

    for (int i = 0; i < 50; i++) {

        cout << endl;

    }

}


//Title screen

void title() {

    cout << "    []      [][][][][]    [][][][][][]    [][][][][]    []     "<<endl;

    cout << "            []     []    [][]     []    []     []    []     "<<endl;

    cout << "    []      []     []    [][]     []    []           []     "<<endl;

    cout << "    []      [][][][]      [][][][][]      []  [][][]    []     "<<endl;

    cout << "    []      []    [][]    [][]           []     []           "<<endl;

    cout << "    []      []     [][]   [][]           [][][][][]    []     "<<endl;

    cout << endl;

}
```

```
//Game over screen
void gameover(string &name, int &attack, int &level) {
   cout << "                    GAME OVER                          "<<endl<<endl<<endl;
   cout << "You tried taking on the task for your lives sake but failed\n";
   cout << name << " reached up to level " << level << " with an attack\n";
   cout << "power of " << attack << ".\n\n";
   cout << "Try again.";
}

//checks if health is lower than 0. If it is, health assigned to 0.
// This gets rid of any negative values
void chk_hp(int &health)
{
   if(health <= 0)
   {
      health = 0;
   }
   else;
}

// Level up system.
void lvlUP(string &name, int &attack, int &exp, int &level, int &health,
       int &exp_earned)
{
   exp += exp_earned*2;
   if(exp > 9 && exp < 19)
   {
      cout << "Congratulations! You have leveled up!\n";
      level += 1;
      attack += 4;
      health += 5;
      cout << "---------------------------------------\n";
      cout << "Level: " << level << "\nAttack: " << attack << "\nHealth "
           << health << endl;
```

```
        cout << "---------------------------------------\n";
    }
    else if(exp > 20 && exp < 29)
    {
        cout << "Congratulations! You have leveled up!\n";
        level += 1;
        attack += 8;
        health += 10;
        cout << "---------------------------------------\n";
        cout << "Level: " << level << "\n Attack: " << attack << "\n Health "
                << health << endl;
        cout << "---------------------------------------\n";
    }
    else if(exp > 30 && exp < 100)
    {
        cout << "Congratulations! You have leveled up!\n";
        level += 6;
        attack += 20;
        health += 20;
        cout << "---------------------------------------\n";
        cout << "Level: " << level << "\n Attack: " << attack << "\n Health "
                << health << endl;
        cout << "---------------------------------------\n";
    }
    else;

}

// Battle system/screen
void battle(string &name, int &attack, int &exp, int &level, int &health,
        string &enemy_name, int &enemy_attack, int &enemy_health) {
    int choice;

    int counter = 1;
```

```
int attack1;
int attack2;
while (counter == 1) {
    cout << "-----------------------------------------------------\n";
    cout << "1.Attack\n2.Flee\n";
    cout << "-----------------------------------------------------\n";
    cin >> choice;
    attack1 = rand() %attack;
    attack2 = rand()%enemy_attack;
    if (choice == 1) {
        cout << "You attacked! And dealt " << attack1 << " damage.";
        enemy_health -= attack1;
        chk_hp(enemy_health);
        cout << enemy_name << ": " << enemy_health << " health.\n";
        if(enemy_health > 0)
        {
            cout << "The " << enemy_name << " attacked! And dealt " <<
                attack2 << " damage.";
            health -= attack2;
            if(health < 0)
            {
                health = 0;
                counter = 2;
            }
            cout << name << ": " << health << " health.\n";

        }
        else if(enemy_health <= 0)
        {
            cout << "You have defeated " << enemy_name << "! You earned "
            << enemy_attack << " exp.";

            counter = 2;
        }
```

```
            else;
        }
        else if (choice == 2) {
            cout << "You decide to flee!\n";
            if (enemy_attack > health) {
                cout << "The " << enemy_name << " has caught up to you and\n";
                cout << "killed you." << endl << endl;
                health -= enemy_attack;
                gameover(name, level, attack);
                counter = 2;
            }
            else if(health > enemy_attack)
            {
                clear_screen();
                counter = 2;
                cout << "You successfully fled and decided to go into hiding.";

                cout << "                    THE END                    ";
            }
        }
        else;
    }

}

// Save function. Gives the player the option of saving or not
void save(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "Do you want to save your progress? Y/N?";
    string input;
    cin >> input;
    if(tolower(input[0])=='y')
    {
        ofstream outfile;
```

```
        outfile.open("save.txt");
        outfile << "Name: " << name << " Level: " << level
                << " Attack: " << attack  << " Health: " << health
                << " Exp: " << exp;
    outfile.close();
    }
    else;
}

void game(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "Aaron says 'in order to guess the password correctly, you need to guess the"<<endl;
    cout << "the number that the machine is thinking of. You will have up to ten"<<endl;
    cout << "opportunities to guess correctly, and I will give"<<endl;
    cout << "hints whether you guessed to high or to low. The only catch"<<endl;
    cout << "is that if you loose you you die."<<endl;
    cout << "So, now, guess a number between 1-100."<<endl;
    srand(time(0));
    int x = rand()%101;
    int i = 1;
    int y;
    do
    {
        cout << "Give me your " << i << " guess."<<endl;
        cin >> y;
        if(y > x)
        {
            cout << "Your entered a number too big.\n" << endl;
            i++;
        }
        else if(y < x)
        {
            cout << "Your number is too small.\n" << endl;
            i++;
```

```
        }
        else
        {
            cout << "You guessed correctly!";
            i++;
            chest(name, attack, exp, level, health);
        }
    }while(!(y==x) && i<11);
    if(x==11)
    {
            cout << "you have run out of opportunities.\nGive me\n";
            cout << "the machine will now explode and destroy everything within a 5 mile radius"<<endl;
            cout << "You have " << health << ".\n";
            gameover(name, attack, level);
    }
}

void chest(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "The machine lock opens the chest for you and inside you find a piece\n"
            << "of alien armor. You wear the item. It boosts your health and attack"
            << " by 30.\n";
    attack += 30;
    health += 30;
    cout << "Health: " << health << endl << "Attack: " << attack << endl;
    part3(name, attack, exp, level, health);
}

//The game is in this format through out with switch case, each lead to a
// different path.
void part1(string &name, int &attack, int &exp, int &level, int &health) {
    cout << "   Before you can properly respond. Suddenly you hear "<<endl;
    cout << "knocking at your door. Do you choose to answer?"<<endl;
    cout << "1. Answer door.\n2. Leave door closed"<<endl;
```

```
    int input;
    cin >> input;

    switch (input) {
        case 1:
            cout << "You choose to open the door."<<endl;
            clear_screen();
            part1a(name, attack, exp, level, health);
            break;
        case 2:
            cout << "You choose not to open the door."<<endl;
            clear_screen();
            part1b(name, attack, exp, level, health);
            break;
        default:
            cout << "You stood there doing nothing as the your house was raided and you were killed"
                 << endl << ", since you made the wrong choice."<<endl;
            gameover(name, attack, level);
            break;
    }

}

void part1a(string &name, int &attack, int &exp, int &level, int &health) {
    cout << "Still in shock over the bizarre situation, you manage to quickly put on a hoodie to hide your arm, and answer the door"<<endl;
    cout << "At the entrance of your shack, you see a group of scary looking men in suits."<<endl;
    cout << "One approaches you."<<endl;
    cout << "Scary man: Hello citizen, the knights of the Anti Alien Obliteration Network, our leader has given " << name << ",This weapon
to"<<endl;
    cout << "explore a human military rebel base which the aliens have taken over."<<endl;
    cout << "That base is said to have humanity's last hope in freeing ourselves from eternal slavery. Will you, " << name << ", follow our"<<endl;
    cout << "orders and save the human race, or disobey and let us take that arm of yours back so we can put it on someone who will?"<<endl;
    cout << "1. Follow the orders\n2. ask them to take the arm off ";
    cout << "exist.\n";
```

```
    int input;
    cin >> input;
    switch (input) {
        case 1:
            cout << "You decided to follow orders for your own sake, no, for your people's sake";
            clear_screen();
            part1c(name, attack, exp, level, health);
            break;
        case 2:
            cout << "'Yes! please take this thing off guys, surely this must all be a misunderstanding, im just a "<<endl;
            cout << "simple factory worker!' you say, hoping to quickly be woken from this nightmare;"<<endl;
            clear_screen();
            part1b(name, attack, exp, level, health);
            break;
        default:
            cout << "You stand there terrified, unable to utter a cohesive answer."<<endl;
            cout << "Scary man: damn Ronnie, why are you always picking these cowardly types?"<<endl;
            cout << "he pulls out a gun and shoots you in the face several times"<<endl;
            gameover(name, attack, level);
            break;
    }
}

void part1b(string &name, int &attack, int &exp, int &level, int &health) {
    cout << "Suddenly the door is kicked down, and a couple scary men wearing suits walk in"<<endl;
    cout << "Scary man 1: Damn Ronnie, told you this good-for-nothing drunk wasn't up to the task"<<endl;
    cout << "Scary man 2: I dont know what to tell ya Vinnie, I was at the bar with this guy and he seemed promising, such a shame"<<endl;
    cout << "------------ENTER BATTLE------------\n";
    cout << name << ": Lv: " << level << " Attack: " << attack << " Health: "
         << health << endl;
    string knight = "Knight";
    int knight_lv = 999;
    int knight_atk = 999;
    int knight_health = 999;
```

```
    cout << "Knight: Lv:" << knight_lv << " Attack: " << knight_atk
         << " Health: " << knight_health << endl;
    battle(name, attack, exp, level, health, knight, knight_atk, knight_health);
    if (health == 0) {
        gameover(name, attack, level);
    } else; //There is no else statement here because there is no way where you
    // can beat the knight.
}

void part1c(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "You follow the orders given by the knights. They then lead you to a big black car and"<<endl;
    cout << "drive you to the old base where humanity's last hope resides"<<endl;
    cout << "Knight: Here is the place kid. and here's an upgrade for that arm of yours, Kill the aliens"<<endl;
    cout << "and bring back the weapon. we don't know what it looks like, but you'll know when you get it, Good luck kid."<<endl;
    cout << "The upgrade gives you an attack boost of 10 pts."<<endl;
    attack += 10;
    cout << "Your attack is now " << attack << ".";
    part2(name, attack, exp, level, health);
}

void part2(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "You enter the cave and right away find yourself face to face"<<endl;
    cout << "with a cave goblin class alien"<<endl;
    string caveGob = "Cave Goblin";
    int caveGob_atk = 5;
    int caveGob_lv = 1;
    int caveGob_hp = 5;
    int temp;
    temp = health;
    cout << "----------ENTER BATTLE----------\n";
    cout << name << ": Lv: " << level << " Attack: " << attack << " Health: "
         << health << endl;
```

```
    cout << caveGob << ": Lv: " << caveGob_lv << " Attack: "
         << caveGob_atk << " Health: " << caveGob_hp << endl;
    battle(name, attack, exp, level, health, caveGob, caveGob_atk, caveGob_hp);
    cout << "Your health is back to its original state.\n";
    health = temp;
    lvlUP(name, attack, exp, level, health, caveGob_atk);
    cout << "You continue walking through the cavern and find yourself \n at a fork"
        << " with a hall leading to the left and one to the right."<<endl;
    cout << "Which path will you take?\n1.Go left.\n2.Go right."<<endl;
    int input;
    cin >> input;
    switch(input)
    {
       case 1:
          cout << "You decided to go left.";
          save(name, attack, exp, level, health);
          clear_screen();
          left(name, attack, exp, level, health); break;
       case 2:
          cout << "You decided to go right.";
          save(name, attack, exp, level, health);
          clear_screen();
          right(name, attack, exp, level, health); break;
       default:
          cout << "You somehow manage to split yourself in half by using"<<endl;
          cout << "your chainsaw application on yourself to go in both directions."<<endl;
          cout << "What you didn't realize is that this move kills you."<<endl;
          gameover(name, attack, level); break;
    }
}

void left(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "You continue down the left hallway and begin to see something at"<<endl;
```

```
cout << "the end of the path."<<endl;
cout << "To your surprise you find a huge chest marked 'protect at all costs'. Sadly, you dont have the "<<endl;
cout << "password to open the chest. Out of no where, your arm starts speaking.\n";
cout << "AARON: If you wish to access the contents of the chest, i could try to hack it for you"<<endl;
cout << ", unfortunately, the chest seems to be fitted with a security device that could kill you if we mess up"<<endl;
cout << ", also unfortunately for you, it seems that the device will attack you if you choose to ignore it now"<<endl;
cout << "Choose wisely.\n";
cout << "--------------\n";
cout << "1. try to hack the lock with AARON.\n2. try to escape and be attacked by the security device.\n3. run "
      << "away from the chest .\n";
int input;
cin >> input;
switch(input)
{
   case 1:
      cout << "'Alright, lets do this AARON, im counting on you'"<<endl;
      save(name, attack, exp, level, health);
      clear_screen();
      game(name, attack, exp, level, health);
       break;
   case 2:
      cout << "'man, screw  this' "<<endl;
      health /= 2;
      cout << "You run away as fast as you can, but you get shot a couple of times. You "
            "now have " << health <<
            " health.\n";
      save(name, attack, exp, level, health);
      clear_screen();
      chest(name, attack, exp, level, health);
       break;
   case 3:
      cout << "'Nah, keep it, well just walk away slowly'"<<endl;
      save(name, attack, exp, level, health);
      part3(name, attack, exp, level, health);
```

```
            break;
        default:
            cout << "You remember that before the aliens came, you took one computer science class at your local city college"
                 << " so\n despite having failed the class, you decide to hack it yourself \n"
                 << "Things didn't go as well as you wished, and you get shot up from all directions"
                 << endl << "your corpse lays there, looking like a human swiss cheese \n";
            gameover(name, attack, level);
            break;
    }
}

void right(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "As you travel forward through the right tunnel you come upon"<<endl;
    cout << "the smell of wet dog and a low growl. Guess what, you walked"<<endl;
    cout << "into a wolf class alien."<<endl;
    cout << "----------ENTER BATTLE----------\n";
    cout << name << ": Lv: " << level << " Attack: " << attack << " Health: "
         << health << endl;
    string wolf = "Wolf";
    int wolf_lv = 2;
    int wolf_atk = 10;
    int wolf_hp = 15;
    int temp = health;
    cout << wolf << ": Lv: " << wolf_lv << " Attack: " << wolf_atk << " Health"
         << ": " << wolf_hp << endl;
    battle(name, attack, exp, level, health, wolf, wolf_atk, wolf_hp);
    if(health == 0)
    {
        gameover(name, attack, level);
    }
    cout << "Your health is back to its original state.\n";
    health = temp;
    lvlUP(name, attack, exp, level, health, wolf_atk);
```

```
    cout << "You decide to skin the wolf and wear his fur as a sign of triumph."
         <<"\nYou feel like you have a killer instinct now\n";
    cout << "Health and attack is boosted by 5.\n";
    health += 10;
    attack += 10;
    cout << "Health: " << health << endl << "Attack: " << attack << endl;
    part3(name, attack, exp, level, health);
}

void part3(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "Finally after, suffering as much as you did "
         << " you find yourself at the cheif alien's hide out.its humanoid,looks almost like the wicked witch from the wizard of Oz."<<endl;
    cout << "Witch: Filthy Huuuuman! I am the strongest specimen from a planet much stronger than this! Dare you try and kill me and
be"<<endl;
    cout << "rewarded by the evil Knights who made you do this, or join me, and I will help you achieve"<<endl;
    cout << "greatness. "<<endl;
    cout << "--------------------\n1.Kill her\n2.Spare her\n";
    int input;
    cin >> input;
    switch(input)
    {
       case 1:
          cout << "'Im not doing this for them you ugly witch, im doing it for my people.'"<<endl;
          save(name, attack, exp, level, health);
          clear_screen();
          part3a(name, attack, exp, level, health); break;
       case 2:
          cout << "'The reward from you better be good'."<<endl;
          save(name, attack, exp, level, health);
          clear_screen();
          part3b(name, attack, exp, level, health); break;
       default:
          cout << "you tried to reason with the witch, but when you lowered your guard, she "
```

```
                << "pulled out a lightsaber \nand stabbed you.\n";
            gameover(name, attack, level); break;

    }
}

void part3a(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "'The witch looking alien, looks frail so she isn't much of a match for you.' says AARON "<<endl;
    string witch = "Witch";
    int w_lv = 0;
    int w_atk = 1;
    int w_hp = 1;
    cout << "----------ENTER BATTLE----------\n";
    cout << name << ": Lv: " << level << " Attack: " << attack << " Health: "
         << health << endl;
    cout << witch << ": Lv: " << w_lv << " Attack: " << w_atk << " Health: "
         << w_hp << endl;
    cout << "-------------------------------------\n";
    cout << "You empty clip after clip of your machine gun arm application onto her until your positive she is dead. You exit the base and"
         << " make\nyour way to the black car waiting outside "
         << " where the knights in suits are waiting"<<endl;
    cout << "Knight 1:What did I tell ya Vinnie, I knew this was the right guy for the job\n"
         << "Knight 2: well what can i say, looks like even you can be right sometimes, thanks kid, tomorrow you will wake up"
         << "back\nwith your old arm reattached in your crappy shack like none of this ever happened.\n\n";
    cout << "                    THE END                    \n";
    cout << name << " was able to save his/her own life by completing the task."
         << "\nYou went through all that for nothing it seems.maybe it was a dream. Congrats.\n";
    cout << name << endl << "Lv: " << level << endl << "Attack: " << attack
         << endl << "Health: " << health << endl;
    save(name, attack, exp, level, health);
}

void part3b(string &name, int &attack, int &exp, int &level, int &health)
```

```
{
    cout << "Witch: So you will spare my life. As i thought, humans have no loyalty toward their people. and here is "
        << "your reward\n";
    cout << "You received the latest in alien technology-powered armor\n";
    cout << "This t-shirt will boost your attack, health, and level "
        << "over 9000!"<<endl;
    level += 9000;
    health += 9000;
    attack += 9000;
    cout << "With this new power you can destroy those corrupt knights "
        << " and\n become a puppet ruler for us. Onward Human!"<<endl;
    save(name, attack, exp, level, health);
    final(name, attack, exp, level, health);
}

void final(string &name, int &attack, int &exp, int &level, int &health)
{
    cout << "You make your way out of the base and find the knights blocking the exit\n"
        << "your path.\n";
    cout << "Knight: What did i tell ya Donnie, i knew he was a traitor the moment i saw him\n";
    cout << "------------ENTER BATTLE------------\n";
    cout << name << ": Lv: " << level << " Attack: " << attack << " Health: "
        << health << endl;
    string knight = "Knight";
    int knight_lv = 999;
    int knight_atk = 999;
    int knight_health = 999;
    cout << "Knight: Lv:" << knight_lv << " Attack: " << knight_atk
        << " Health: " << knight_health << endl;
    battle(name, attack, exp, level, health, knight, knight_atk, knight_health);
    cout << "You easily kill one knight and torture the others until they tell you where their leader is."<<endl;
    cout << "Knight 5: AAARGH ALRIGHT ILL TELL YA, *breaths heavily* hes at the 3rd district house 345 has an underground base"<<endl;
    cout << " you kill the rest and drive there with their black car"<<endl;
    cout << "Knight leader: Hand me that shirt bro, you can't handle it's power, and you for sure cant"<<endl;
```

```
cout << "\noverthrow me, IM GOING TO SAVE HUMANITY!"<<endl;
cout << "----------\n1.Overthrow and spare his life.\n2. Kill and "
    << "overthrow.\n3. Hand over the shirt.\n4.Kill everything in your"
    << " path.\n";
int input;
cin >> input;
switch(input)
{
  case 1:
    cout << "You overthrow the leader and force him \n"
        << "to live a life of poverty.\n";
    cout << "You now live the life of a king.\n";
    cout << "\n\n          THE END          \n";
    save(name, attack, exp, level, health);
    break;
  case 2:
    cout << "You killed him because he's an asshole for making you go through this "
        << "crap.\n";
    cout << "You now return to your alien overlords, and they declare you king of earth\n";
    cout << "\n\n          THE END          \n";
    save(name, attack, exp, level, health);
    break;
  case 3:
    cout << "your way in over your head, you have no idea how to help the world, so you give him the shirt"
        << "your just a humble factory worker \n you nothing on ruling a planet.\n";
    cout << "You continue being what you know best, a poor factory worker.\n";
    cout << "\n\n          THE END          \n";
    save(name, attack, exp, level, health);
    break;
  case 4:
    cout << "with the help of the shirt and AARON, you rage, and kill everything in your path. Literally."
        << "EVERYTHING.\nYou destroy all aliens and humans alike from all corners of the earth. you are the bad guy now.\n";
    cout << "\n\n          THE END          \n";
    save(name, attack, exp, level, health);
```

```
            break;
        default:
            cout << "You suddenly wake up and find yourself in a completely\n"
                 << "white room.\n";
            cout << "'Is this a straight jacket?' you ask yourself.\n";
            cout << "'Indeed it is.' says the narrator.";
            cout << "\n\n                    THE END                    \n";
            save(name, attack, exp, level, health);
            break;

    }
}
```