Personal Program Pseudo Code

List of requirements:

Must haves:

* A working program
* While loops that contain a boss fight
* Different characters
* Player can choose which character they want

Should haves:

* Character stats
* Multiple boss fights, increase in difficulty
* Some subtle rpg elements (choices)

Would like to have:

* Upgradable character stats
* Multiple different options while in battle
* Bosses also have multiple options while in battle
* Bosses’ actions are based on RNG
* Item usage
* Currency

1. Initial introductory statement. Welcomes character to the game and lets them know what’s going on
2. Game will then give the character the option to choose between fighters
3. Chosen fighter will be assigned to the player
4. Player will then have the option to analyze their fighter’s stats and upgrade them
5. Player will have the option to upgrade stats or continue on in the main story of the game which includes fights
6. fights will be a while loop, bosses will have stats of their own that can be counteracted by the player’s fighter’s stats. Some fights will be easy for certain fighters with more optimized stats, some will be more difficult.
7. Players can gain currency which can be spent at the shop
8. Options will be presented throughout the game that requires player input
9. Win and Lose functions will be present to send the player to whenever they win or fail
10. Player will have health values defined through integers that can be replenished through items
11. Inventory will be present to player through a list