Purpose:

A program to keep track lifepoints for a duelist during a trading card games such as YuGiOh by calculating remaining lifepoints after damage occurs and displays a winner when the losers lifepoints reach 0.

You add each name for each duelist. Starting with 8000 lifepoint. You enter the damage in the entry box, press “-“ or “+“ depending on if you want to add your subtract from/to 8000. When both or one of the lifepoint counts are down to 0. The game declares a tie, or the person with points remaining the winner.