Star wars game

This is a game where you can choose your player and then the opponents you would like to fight are those that remain. As you fight and beat opponents your attack power grows. Each opponent has difference attach powers that stay consistent as well as different health levels. The game persists until your health is removed and you you die.

Items needed:

Variables

* Life for each player
* Attach power for each player
* Attack power of chosen player
* Damage for player and opponent

Components:

Player/Opponent Containers

* Name, life, image
* Attack button

Functions:

* On first click move chosen player to player section (border change green?) and remainder to defender section (border change red?).
* Click attack button to trigger attack
  + Compound attack on each click
  + Each click the enemy returns the same punch

Logic:

* Compare defender to player life
  + If player gets to 0 first – output lose
  + If defender gets to 0 first output win
    - Load next defender