**Project 1  
<Pokemon>**

**CSC-5 42829**

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**Date: 05/04/2016**

**Introduction:**

**Title:** Pokemon Battle

This is based on the pokemon battles from Gameboy advance where the player’s who’s Hp reaches zero first loses. The player is supposed to think strategically to beat the computer’s attacks. Both the computer and player can lose miss… if the player does an incorrect move the player’s forfeits their attacking turn…

**Summary:**

Project size: 700+ lines

Number of variables: 14+ (repeated a few in for health)

Number of constructs: 6?

I tried to recreate a pokemon battling concept but was unable to create a weakness damage variable but I have recreated the standard battle with possibilities of missing an attack, damaging difference between attacks and accuracy differences… I have also included a Health system using inputs and outputs to .dat files the default health is set to 150…

I also used a pause / sleep function to get the times to differ differently.

**Description:**

The main point of this program is to have a battle till a player hp is 0 or less than 0…

The User is asked to input attacks and the computer is also launching attacks…

**Pseudo Code:**

main ()

Show Menu text and pokemon type options.

output type selected

Computer chooses random type

output type selected

Go to attack choice menu

user inputs attack

does attack and calculates damage and if it’s hit or miss and calls computers random attack

check

if playershp or computer hp is at zero if it is the program is terminated

**Major Variables**

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Variable Name | Description | Location |
| Integer | draCho | Integer determines what the pokemon’s type will be. | Main() |
|  | cmDrag | Integer determines random what the pokemon’s type will be. | Dragchoi() |
| Unsigned short | acc | Random number generator for accuracy | accnum(unsigned short acc) |
| Integer | Attk | Number for attack choice | Attks() |
| Bool | Damage | Used for a true and false statement to damage or not | pelattk()  pnchatt()  biteAtt()  kickAtt()  celattk()  cnchatt()  citeAtt()  cickAtt() |
| Integer | curChp  curPhp | Used for player and computer HP | eletoPc()  pnDtoPC()  biteDPc()  kickDPc()  eletopy()  cnDtoPC()  citeDPc()  cickDPc() |

**Program:**

/\*

\* File: main.cpp

\* Author: Christian Sandoval

\* Created on April 30, 2016, 10:05 PM

\* Purpose: Pokemon Battle

\* To-do at bottom...

\*/

//System Libraries

#include <iostream>//I/O

#include <cstdlib> //Rand and Set Random

#include <ctime> //Utilize time to set the seed

#include <fstream> //Writing to a file

#include <iomanip> //Formatting output

#include <unistd.h>//used to pause time so that random seed generator can differ between pc and player

using namespace std;

//User Libraries

//Global Constants

//Function Prototypes

unsigned short accnum(unsigned short);

void dragchoi();

void menutxt();

void comDrag();

void accnum();

void hitsuc();

//Attacks Menus

void attks();

void comattk();

//Basic Player attacks

void pelattk();//element attack

void eletoPc();//element damage/health calculator/watcher

void pnchatt();//punch attack

void pnDtoPC();//Punch damage/health calculator/watcher

void biteAtt();//punch attack

void biteDPc();//Punch damage/health calculator/watcher

void kickAtt();//punch attack

void kickDPc();//Punch damage/health calculator/watcher

//Basic PC attacks

void celattk();//element attack

void eletopy();//element damage/health calculator/watcher

void cnchatt();//punch attack

void cnDtoPC();//Punch damage/health calculator/watcher

void citeAtt();//punch attack

void citeDPc();//Punch damage/health calculator/watcher

void cickAtt();//punch attack

void cickDPc();//Punch damage/health calculator/watcher

//Execution Begins Here!

int main(int argc, char\*\* argv)

{

//Title

menutxt();

//ask user for choice/bring up menu

dragchoi();

return 0;

}

void menutxt()

{

//Title

cout << "Prepare to battle choose your 1 pokemon type wisely!\n"

"--------Pokemon Type Menu--------\n"

"Press 1 for Fire type Pokemon .\n"

"Press 2 for Water type Pokemon.\n"

"Press 3 for Grass type Pokemon.\n"

"Press 4 for Rock type Pokemon ." << endl;

}

void dragchoi()

{

int draCho;

do

{

cin >> draCho;

switch(draCho)

{

case 1:

{

cout<<endl;

cout<<"Thank you for choosing a Fire type" <<endl;

//computer picks randomly

comDrag();

attks();

cout<<endl;

break;

}

case 2:

{

cout<<endl;

cout<<"Thank you for choosing a Water type" <<endl;

//computer picks randomly

comDrag();

attks();

cout<<endl;

break;

}

case 3:

{

cout<<endl;

cout<<"Thank you for choosing a Grass type" <<endl;

//computer picks randomly

comDrag();

attks();

cout<<endl;

break;

}

case 4:

{

cout<<endl;

cout<<"Thank you for choosing a Rock type" <<endl;

//computer picks randomly

comDrag();

attks();

cout<<endl;

break;

}

default:

{

cout<<"Please input proper choice" <<endl;

}

}

}

while(draCho < 5);

}

//Random Pokemon Selector

void comDrag()

{

const int MIN\_VALUE = 0, MAX\_VALUE = 4;//Sets constant min value and max to give student workable problems

int cmDrag;

//seed time need for random values within max and min values

unsigned seed = time(0);

srand(seed);

cmDrag = (rand() % (MAX\_VALUE - MIN\_VALUE + 1)) +MIN\_VALUE;

switch(cmDrag)

{

case 1:

{

cout<<endl;

cout<<"Computer chose a Fire type" <<endl;

cout<<endl;

break;

}

case 2:

{

cout<<endl;

cout<<"Computer chose a Water type" <<endl;

cout<<endl;

break;

}

case 3:

{

cout<<endl;

cout<<"Computer chose a Grass type" <<endl;

cout<<endl;

break;

}

case 4:

{

cout<<endl;

cout<<"Computer chose a Rock type" <<endl;

cout<<endl;

break;

}

}

}

//Random number generator for accuracy

unsigned short accnum(unsigned short acc)

{

const int MIN\_VALUE = 0, MAX\_VALUE = 100;//Sets constant min value and max to give student workable problems

acc = (rand() % (MAX\_VALUE - MIN\_VALUE + 1)) + MIN\_VALUE;

//return value of acc

return acc;

}

//\*\*\*\*\*\*\*\*\*\*\*\*Attack menu's\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

void attks()

{

int attk;

cout << "--------Attack Menu--------\n"

"Press 1 for Elemental Attack.(Damage: 18)\n"

"Press 2 for Punch.(Damage: 13)\n"

"Press 3 for Bite.(Damage: 10)\n"

"Press 4 for Kick.(Damage: 8)" << endl;

do

{

cin >> attk;

switch(attk)

{

case 1:

{

cout<<endl;

cout<<"Your Pokemon Used it type attack" <<endl;

pelattk();

cout<<"Please wait\nComputer is deciding on attack" <<endl;

sleep(1);

comattk();

cout<<endl;

break;

}

case 2:

{

cout<<endl;

cout<<"Your pokemon used Punch attack" <<endl;

pnchatt();

cout<<"Computer is deciding on attack" <<endl;

sleep(1);

comattk();

cout<<endl;

}

case 3:

{

cout<<endl;

cout<<"Thank you for choosing Bite attack" <<endl;

biteAtt();

cout<<"Computer is deciding on attack" <<endl;

sleep(1);

comattk();

cout<<endl;

break;

}

case 4:

{

cout<<endl;

cout<<"Your pokemon used Kick attack" <<endl;

kickAtt();

cout<<"Computer is deciding on attack" <<endl;

sleep(1);

comattk();

cout<<endl;

break;

}

default:

{

cout<<"Please input proper choice for attack"<<endl;

}

}

}

while(attk < 5);

}

void pelattk()// special attack

{

//Random number generator

unsigned short acc; //attack success is 55+ max value assigned has been 100

//random seed

srand(static\_cast<unsigned int>(time(0)));

//get value of accuracy

acc = accnum (acc);

//cout << acc << endl; displays random number generated...

//accuracy

bool damage;

if (acc <= 59 )

{

damage = false;

if(damage == false)

{

cout << "Miss" << endl;

}

}

else if (acc >= 60 )

{

damage = true;

if(damage == true)

{

cout << "Hit" << endl;

eletoPc();

}

}

}

//damage calculator and health updater

void eletoPc()

{

//Declare variables

int curChp, curPhp;

ofstream outChp;//Output / out used can be anything but its used for file

ifstream inChp;//Input /used for reading files

ofstream outPhp;//Output / out used can be anything but its used for file

ifstream inPhp;//Input /used for reading files

//read info from a file

inChp.open("compHp.dat");

inChp >> curChp;

inChp.close();

inPhp.open("plyrHp.dat");

inPhp >> curPhp;

inPhp.close();

cout << "---HP: BEFORE ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

curChp = curChp - 18;

cout << "---HP: AFTER ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

outChp.open("compHp.dat");

outChp << curChp;

outChp.close();

if(curChp <=0 )

{

cout<< "You have WON!!!!! \nPlease wait for program to auto terminate.\n"

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sleep(3);

//resets HP in .dat files to be at max hp 150 again...

outChp.open("compHp.dat");

curChp = 150;

outChp << curChp;

outPhp.open("plyrHp.dat");

curPhp = 150;

outPhp << curPhp;

//closes hp files

outPhp.close();

outChp.close();

cout << "Bye-Bye Winner Winner Chicken Dinner!!!" << endl;

exit(0);//terminates program

}

}//end special attack by user

void pnchatt()//punch attack by player

{

//Random number generator

unsigned short acc; //attack success is 55+ max value assigned has been 100

//random seed

srand(static\_cast<unsigned int>(time(0)));

//get value of accuracy if number is greater than 55 than hit is a success..

acc = accnum (acc);

cout << acc << endl;

//accuracy

bool damage;

if (acc <= 55 )

{

damage = false;

if(damage == false)

{

cout << "Miss" << endl;

}

}

else if (acc >= 56 )

{

damage = true;

if(damage == true)

{

cout << "Hit" << endl;

pnDtoPC();

}

}

}

void pnDtoPC()

{

//Declare variables

int curChp, curPhp;

ofstream outChp;//Output / out used can be anything but its used for file

ifstream inChp;//Input /used for reading files

ofstream outPhp;//Output / out used can be anything but its used for file

ifstream inPhp;//Input /used for reading files

//read info from a file

inChp.open("compHp.dat");

inChp >> curChp;

inChp.close();

inPhp.open("plyrHp.dat");

inPhp >> curPhp;

inPhp.close();

cout << "---HP: BEFORE ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

curChp = curChp - 13;

cout << "---HP: AFTER ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

outChp.open("compHp.dat");

outChp << curChp;

outChp.close();

if(curChp <=0 )

{

cout<< "You have WON!!!!! \nPlease wait for program to auto terminate.\n"

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sleep(3);

outChp.open("compHp.dat");

curChp = 150;

outChp << curChp;

outPhp.open("plyrHp.dat");

curPhp = 150;

outPhp << curPhp;

outPhp.close();

outChp.close();

cout << "Bye-Bye Winner Winner Chicken Dinner!!!" << endl;

exit(0);

}

}// end punch attack by user

void biteAtt()//Bite attack by player

{

//Random number generator

unsigned short acc; //attack success is 55+ max value assigned has been 100

//random seed

srand(static\_cast<unsigned int>(time(0)));

//get value of accuracy if number is greater than 55 than hit is a success..

acc = accnum (acc);

cout << acc << endl;

//accuracy

bool damage;

if (acc <= 45 )

{

damage = false;

if(damage == false)

{

cout << "Miss" << endl;

}

}

else if (acc >= 46 )

{

damage = true;

if(damage == true)

{

cout << "Hit" << endl;

biteDPc();

}

}

}

void biteDPc()

{

//Declare variables

int curChp, curPhp;

ofstream outChp;//Output / out used can be anything but its used for file

ifstream inChp;//Input /used for reading files

ofstream outPhp;//Output / out used can be anything but its used for file

ifstream inPhp;//Input /used for reading files

//read info from a file

inChp.open("compHp.dat");

inChp >> curChp;

inChp.close();

inPhp.open("plyrHp.dat");

inPhp >> curPhp;

inPhp.close();

cout << "---HP: BEFORE ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

curChp = curChp - 10;

cout << "---HP: AFTER ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

outChp.open("compHp.dat");

outChp << curChp;

outChp.close();

if(curChp <=0 )

{

cout<< "You have WON!!!!! \nPlease wait for program to auto terminate.\n"

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sleep(3);

outChp.open("compHp.dat");

curChp = 150;

outChp << curChp;

outPhp.open("plyrHp.dat");

curPhp = 150;

outPhp << curPhp;

outPhp.close();

outChp.close();

cout << "Bye-Bye Winner Winner Chicken Dinner!!!" << endl;

exit(0);

}

}//end bite attack

void kickAtt()//Kick attack by player

{

//Random number generator

unsigned short acc; //attack success is 55+ max value assigned has been 100

//random seed

srand(static\_cast<unsigned int>(time(0)));

//get value of accuracy if number is greater than 55 than hit is a success..

acc = accnum (acc);

cout << acc << endl;

//accuracy

bool damage;

if (acc <= 35 )

{

damage = false;

if(damage == false)

{

cout << "Miss" << endl;

}

}

else if (acc >= 36 )

{

damage = true;

if(damage == true)

{

cout << "Hit" << endl;

kickDPc();

}

}

}

void kickDPc()

{

//Declare variables

int curChp, curPhp;

ofstream outChp;//Output / out used can be anything but its used for file

ifstream inChp;//Input /used for reading files

ofstream outPhp;//Output / out used can be anything but its used for file

ifstream inPhp;//Input /used for reading files

//read info from a file

inChp.open("compHp.dat");

inChp >> curChp;

inChp.close();

inPhp.open("plyrHp.dat");

inPhp >> curPhp;

inPhp.close();

cout << "---HP: BEFORE ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

curChp = curChp - 8;

cout << "---HP: AFTER ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

outChp.open("compHp.dat");

outChp << curChp;

outChp.close();

if(curChp <=0 )

{

cout<< "You have WON!!!!! \nPlease wait for program to auto terminate.\n"

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"┈┈▕▂╱▔▔▔╲▂▏┈┈┈┈┈\n" << endl;

sleep(3);

outChp.open("compHp.dat");

curChp = 150;

outChp << curChp;

outPhp.open("plyrHp.dat");

curPhp = 150;

outPhp << curPhp;

outPhp.close();

outChp.close();

cout << "Bye-Bye Winner Winner Chicken Dinner!!!" << endl;

exit(0);

}

}//end kick attack

//\*\*\*\*\*\*\*\*\*\*\*\*Computer Radnom Attack\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

void comattk()

{

const int MIN\_VALUE = 0, MAX\_VALUE = 4;//Sets constant min value and max to give student workable problems

int cmattk;

//seed time need for random values within max and min values

unsigned seed = time(0);

srand(seed);

do

{

cmattk = (rand() % (MAX\_VALUE - MIN\_VALUE + 1)) +MIN\_VALUE;

switch(cmattk)

{

case 1:

{

cout<<endl;

cout<<"Computer chose Special type attack" <<endl;

//test hit success rate for attack patterns later add 2 or more attacks for fun

celattk();

attks();

cout<<endl;

break;

}

case 2:

{

cout<<endl;

cout<<"Computer chose Punch attack" <<endl;

//test hit success rate for attack patterns later add 2 or more attacks for fun

cnchatt();

attks();

cout<<endl;

break;

}

case 3:

{

cout<<endl;

cout<<"Computer chose Bite attack" <<endl;

//test hit success rate for attack patterns later add 2 or more attacks for fun

citeAtt();

attks();

cout<<endl;

break;

}

case 4:

{

cout<<endl;

cout<<"Computer chose Kick attack" <<endl;

//test hit success rate for attack patterns later add 2 or more attacks for fun

cickAtt();

attks();

cout<<endl;

break;

}

}

}

while(cmattk < 5);

}

void celattk()// special attack

{

//Random number generator

unsigned short acc; //attack success is 55+ max value assigned has been 100

//random seed

srand(static\_cast<unsigned int>(time(0)));

//get value of accuracy if number is greater than 55 than hit is a success..

acc = accnum (acc);

// cout << acc << endl;

//accuracy

bool damage;

if (acc <= 59 )

{

damage = false;

if(damage == false)

{

cout << "Miss" << endl;

}

}

else if (acc >= 60 )

{

damage = true;

if(damage == true)

{

cout << "Hit" << endl;

eletopy();

}

}

}

void eletopy()

{

//Declare variables

int curChp, curPhp;

ofstream outChp;//Output / out used can be anything but its used for file

ifstream inChp;//Input /used for reading files

ofstream outPhp;//Output / out used can be anything but its used for file

ifstream inPhp;//Input /used for reading files

//read info from a file

inChp.open("compHp.dat");

inChp >> curChp;

inChp.close();

inPhp.open("plyrHp.dat");

inPhp >> curPhp;

inPhp.close();

cout << "---HP: BEFORE ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

curPhp = curPhp - 18;

cout << "---HP: AFTER ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

outPhp.open("plyrHp.dat");

outPhp << curPhp;

outPhp.close();

if(curPhp <=0 )

{

cout<< "You have lost please wait while program auto terminates\n"

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"┈┈▕▂╱▔▔▔╲▂▏┈┈┈┈┈\n" << endl;

sleep(3);

outChp.open("compHp.dat");

curChp = 150;

outChp << curChp;

outPhp.open("plyrHp.dat");

curPhp = 150;

outPhp << curPhp;

outPhp.close();

outChp.close();

cout << "Bye-Bye Loser!!!" << endl;

exit(0);

}

}//end special attack by user

void cnchatt()//punch attack by player

{

//Random number generator

unsigned short acc; //attack success is 55+ max value assigned has been 100

//random seed

srand(static\_cast<unsigned int>(time(0)));

//get value of accuracy if number is greater than 55 than hit is a success..

acc = accnum (acc);

// cout << acc << endl;

//accuracy

bool damage;

if (acc <= 55 )

{

damage = false;

if(damage == false)

{

cout << "Miss" << endl;

}

}

else if (acc >= 56 )

{

damage = true;

if(damage == true)

{

cout << "Hit" << endl;

pnDtoPC();

}

}

}

void cnDtoPC()

{

//Declare variables

int curChp, curPhp;

ofstream outChp;//Output / out used can be anything but its used for file

ifstream inChp;//Input /used for reading files

ofstream outPhp;//Output / out used can be anything but its used for file

ifstream inPhp;//Input /used for reading files

//read info from a file

inChp.open("compHp.dat");

inChp >> curChp;

inChp.close();

inPhp.open("plyrHp.dat");

inPhp >> curPhp;

inPhp.close();

cout << "---HP: BEFORE ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

curPhp = curPhp - 13;

cout << "---HP: AFTER ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

outPhp.open("plyrHp.dat");

outPhp << curPhp;

outPhp.close();

if(curPhp <=0 )

{

cout<< "You have lost please wait while program auto terminates\n"

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sleep(3);

outChp.open("compHp.dat");

curChp = 150;

outChp << curChp;

outPhp.open("plyrHp.dat");

curPhp = 150;

outPhp << curPhp;

outPhp.close();

outChp.close();

cout << "Bye-Bye Loser!!!" << endl;

exit(0);

}

}// end punch attack by user

void citeAtt()//Bite attack by player

{

//Random number generator

unsigned short acc; //attack success is 55+ max value assigned has been 100

//random seed

srand(static\_cast<unsigned int>(time(0)));

//get value of accuracy if number is greater than 55 than hit is a success..

acc = accnum (acc);

// cout << acc << endl;

//accuracy

bool damage;

if (acc <= 45 )

{

damage = false;

if(damage == false)

{

cout << "Miss" << endl;

}

}

else if (acc >= 46 )

{

damage = true;

if(damage == true)

{

cout << "Hit" << endl;

citeDPc();

}

}

}

void citeDPc()

{

//Declare variables

int curChp, curPhp;

ofstream outChp;//Output / out used can be anything but its used for file

ifstream inChp;//Input /used for reading files

ofstream outPhp;//Output / out used can be anything but its used for file

ifstream inPhp;//Input /used for reading files

//read info from a file

inChp.open("compHp.dat");

inChp >> curChp;

inChp.close();

inPhp.open("plyrHp.dat");

inPhp >> curPhp;

inPhp.close();

cout << "---HP: BEFORE ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

curPhp = curPhp - 10;

cout << "---HP: AFTER ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

outPhp.open("plyrHp.dat");

outPhp << curPhp;

outPhp.close();

if(curPhp <=0 )

{

cout<< "You have lost please wait while program auto terminates\n"

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sleep(3);

outChp.open("compHp.dat");

curChp = 150;

outChp << curChp;

outPhp.open("plyrHp.dat");

curPhp = 150;

outPhp << curPhp;

outPhp.close();

outChp.close();

cout << "Bye-Bye Loser!!!" << endl;

exit(0);

}

}//end bite attack

void cickAtt()//Kick attack by player

{

//Random number generator

unsigned short acc; //attack success is 55+ max value assigned has been 100

//random seed

srand(static\_cast<unsigned int>(time(0)));

//get value of accuracy if number is greater than 55 than hit is a success..

acc = accnum (acc);

// cout << acc << endl;

//accuracy

bool damage;

if (acc <= 35 )

{

damage = false;

if(damage == false)

{

cout << "Miss" << endl;

}

}

else if (acc >= 36 )

{

damage = true;

if(damage == true)

{

cout << "Hit" << endl;

cickDPc();

}

}

}

void cickDPc()

{

//Declare variables

int curChp, curPhp;

ofstream outChp;//Output / out used can be anything but its used for file

ifstream inChp;//Input /used for reading files

ofstream outPhp;//Output / out used can be anything but its used for file

ifstream inPhp;//Input /used for reading files

//read info from a file

inChp.open("compHp.dat");

inChp >> curChp;

inChp.close();

inPhp.open("plyrHp.dat");

inPhp >> curPhp;

inPhp.close();

cout << "---HP: BEFORE ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

curPhp = curPhp - 8;

cout << "---HP: AFTER ATTACK---" << endl;

cout << "Computer HP: " << curChp << setw(10) << " Your HP: " << curPhp << "\n"<< endl;

outPhp.open("plyrHp.dat");

outPhp << curPhp;

outPhp.close();

if(curPhp <=0 )

{

cout<< "You have lost please wait while program auto terminates\n"

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sleep(3);

outChp.open("compHp.dat");

curChp = 150;

outChp << curChp;

outPhp.open("plyrHp.dat");

curPhp = 150;

outPhp << curPhp;

outPhp.close();

outChp.close();

cout << "Bye-Bye Loser!!!" << endl;

exit(0);

}

}//end kick attack

/\*

\* \*\*\*To-do List\*\*\*

\* Weakness system?

\*/