

## IPO Chart for: `function CthulhuAttack`

| Input | Process                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Output                    |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|
| None  | <p>Calculate <code>attackDamage</code> based on a random number stored in local variable <code>attachChance</code>.</p> <p>If <code>attachChance</code> is less than 30, the <code>attackDamage</code> is low.</p> <p>If <code>attachChance</code> is greater than or equal to 30, but less than 70, the <code>attackDamage</code> is medium.</p> <p>If <code>attachChance</code> is greater than or equal to 70, but less than 90, the <code>attackDamage</code> is high.</p> <p>If <code>attachChance</code> is greater than or equal to 90, Cthulhu deals an instant kill.</p> | <code>attackDamage</code> |

## IPO Chart for: All mage and warrior attack functions.

| Input | Process                                                                                                                                                                                                                                                                                                                                                                                                      | Output              |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|
| None  | <p>Calculate <b>attackDamage</b> based on a random number stored in local variable <b>attachChance</b>.</p> <p>If <b>attachChance</b> is less than 30, the <b>attackDamage</b> is low.</p> <p>If <b>attachChance</b> is greater than or equal to 30, but less than 70, the <b>attackDamage</b> is medium.</p> <p>If <b>attachChance</b> is greater than or equal to 70, the <b>attackDamage</b> is high.</p> | <b>attackDamage</b> |