Def fight():

Generate whether it hits or not

If hits:

Subtract armor from damage

Remove points from health

Ask for an input (enter):

If enter:

Do combat again

fight()

Else:

Bad input try again

If miss:

Print it missed

fight()

For monster, just make a separate instance of the class (ie not george)

Basically just make 2 default characters for now, change on friday

Hit (self, enemy)

Random #

If random # > monsters hit chance:

Generate # for damage

Subtract enemy armor from damage

Apply to your health

Else:

You missed

CLASS Character

ATTRIBUTES:

- name: STRING

- hitPoints: INTEGER

- hitChance: INTEGER

- maxDamage: INTEGER

- armor: INTEGER

METHODS:

- Initialize(name="", hitPoints=20, hitChance=50, maxDamage=5, armor=0)

- TestInteger(value, min=0, max=100, default=0)

- PrintStats()

- Hit(enemy)

Initialize(name="", hitPoints=20, hitChance=50, maxDamage=5, armor=0):

Set name attribute to name

Set hitPoints attribute to TestInteger(hitPoints, default=20)

Set hitChance attribute to TestInteger(hitChance, min=0, max=100, default=50)

Set maxDamage attribute to TestInteger(maxDamage, default=5)

Set armor attribute to TestInteger(armor, default=0)

TestInteger(value, min=0, max=100, default=0):

If value is an integer and value is within the range of min and max:

Return value

Else:

Print "Value out of range"

Return default

PrintStats():

Print "Character Name: " followed by the value of the name attribute

Print "Hit Points: " followed by the value of the hitPoints attribute

Print "Hit Chance: " followed by the value of the hitChance attribute

Print "Max Damage: " followed by the value of the maxDamage attribute

Print "Armor: " followed by the value of the armor attribute

Hit(enemy):

If a randomly generated number between 1 and 100 is less than the hitChance attribute:

Print the name attribute followed by "hits" and the name attribute of the enemy

Generate a random value for damage between 1 and maxDamage attribute

Print " for" followed by the value of damage and "points of damage"

Subtract the value of armor attribute of the enemy from damage

If damage is less than 0:

Set damage to 0

If the armor attribute of the enemy is greater than 0:

Print " but" followed by the name attribute of the enemy, "'s armor absorbs", and the value of the armor attribute

Subtract damage from the hitPoints attribute of the enemy

Else:

Print the name attribute followed by "misses" and the name attribute of the enemy

FUNCTION main():

Create a Character object named c

Set the name attribute of c to "George"

Set the hitPoints attribute of c to -157

Call the PrintStats() method of c

Create a Character object named e

Set the name attribute of e to "Jerry"

Set the hitPoints attribute of e to -157

Call the PrintStats() method of e

If the script is executed as the main program:

Call the main() function