

MonsterAttack

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■
■ *In a very distant land...*

■ Two girls were given a mission. ■

■ Their masters were thirsty for blood
and asked them for a battle festival
■ where there would be only one winner... ■



The prize?

The winner gets to keep its life.



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MonsterAttack is a zero-sum game between the player and the computer.



Welcome to Monster Attack!

You will have ♥ ♥ ♥ lives to try and kill the monster.

The monster's attack will be a random value in a specific range.

Your attack will be fixed and start at 10.

Each round your attack is higher than the monster's, you'll increase your next round's attack by the same amount of points that the previous monster had.

The winning can be determined by probability and the attack points.

When you lose, you'll lose the round and lose one of your ♥ ♥ ♥ lives.

This is you = ((^(.w.) ^))

This is a monster = (`wé)σ

Do you want to play? Yes/No

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- - The players will start their journey with a **statistical disadvantage**, with a fixed attack point of 10.
 -
 - The monster's initial attack point will be a random number between 1 and 30.
 -
-

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The battle result is determined by two elements:

- Each side's **attack points**, and
- **Probability**

Which means that...

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The weakest of either side will **always** have a chance to win.

♡ ♡ ♡

10

31

((~(• ω •) ~))

(~ ò_ó)~

You have 29% chance of killing the monster!

Do you run or fight? fight

You decided to fight!

Fighting.....

You killed the monster!!

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■ If the players **lose**, the life count will be **decreased** by one, but the players' attack point will **not** suffer any change.

■ If the players **win**, they will **absorb** the monster's attack points, and will be that much stronger on the next round.

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But...

The **stronger** the players are, the **higher** the range values of the next monster's random attack points too.

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As these values increase, the monster's appearance will also change, getting scarier and scarier each time...

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(ʝ ` _ ´)ʝ <

ㄝ/ ୦益୦ \ / <

(´ ୩୧୩) <

(=⓪ω⓪=) ~boo

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The players look will remain unaltered throughout the entire game « ʘ(•ω•)~ » and will have a couple more features:

- **Three** lives, represented by three hearts ♥ ♥ ♥, and
- **Five** run-away options

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If the players choose to run away, a new monster will be generated for the next round.

If the players have run out of “run-aways” the battle will **automatically** take place.

```
♥    ♥
      32                                27
    ((  \ ( • ω • ) \  ))              ( ♡  ♡_♡ ) ♡
      You have 5% chance of killing the monster!
      You can't run anymore!!!! Time to FIGHT!
      Fighting.....
```

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The ending game have two possible outcomes:
the players will either win or lose.

The game is over whenever the players lose
all their lives.

The game is won when the players' attack
points reach a **minimum** of 100 points.

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Project's highlights:

1. Game balancing

```
♥    ♥
      10
((  \ ( • ω • )  \ ))
      You have 38% chance of killing the monster!
      Do you run or fight? fight
      You decided to fight!
      Fighting.....
      You killed the monster!!

The higher the Player Attack Point,
the more likely you are to encounter stronger Monsters → (ノ_ノ)ノ
The stronger you are over the ← Monster, the more likely
you are to win.
```

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2. Visuals

```
♥    ♥ ← Player Life
          32 ← Player and Monster Attacking Point → 27
((  ~(·ω·)~ ))          (√  ò_ó)√ ← Several
                                Types of
                                Monster
                                Appearance
Time Lag between  You have 5% chance of killing the monster!
each commands →  You can't run anymore!!!! Time to FIGHT!
                Fighting.....
                You got injured.....
```


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Challenges:

- Controlling the game balancing, so it's not too difficult nor too easy
- Debugging the main function

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Future improvements:

- Inserting probability in the run-away possibilities



32
((~(• ω •) ,))

38
(♡ • _ •) ♡

You have 44% chance of killing the monster!
Do you run or fight? run

Escaping.....

You have managed to run!

← Change the setting so that
Player cannot always escape

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- Players can have items with various effects, such as healing, strengthening, poisoning, etc.



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That was MonsterAttack!

Thank you for reading.

(=ΩΩ=)

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