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**Project 1**

**<Boss Fight>**

**Introduction:**

Title: Boss Battle

This game is pretty much someone picking a class in order to fight a boss.

I got this idea from a game I was playing called Dark Souls 3. In this game you had to do a lot of other things like dodge the bosses incoming attack, block it, or even wait for your characters mana or stamina to recharge just so you can fight him again. This is what I wanted for this project but instead I made it simple since I couldn’t figure out the bugs on the versions I made to make it work. I wanted to make it to where the player would roll to see if the boss killed you instantly , attacked him 2 times get attacked back, attack him 1 time and get attacked back , or attack him 3 times and do have his health. But I couldn’t get the older version to work. So, in the short amount of time I made version 3 a bit easier to me to get coded.

To be honesty I am not proud of this version since this is what I imagined for my game but this is what I got hopefully I can make it better in time for Project 2 but if I can’t well I keep on trying on my free time and make a new one for Project 2. Also I have no clue what constructs are but I think it is what I used in the code: variables, functions, if loop, and else if loop,

**Summary:**

Project size: 168 lines

Number of variables: 9 I think

The methods: no clue what this means but maybe 2

It starts but tell the name of the game. After it asks if you want to start the game or end it at the start. To start it you must type in anything to start and ‘n’ to end it. After that it starts to explain the game a bit more. Then it prompts you to press 1 to see the Mage class stats, press 2 to see the Knight class stats, press 3 to see the bosses stats, 4 to choose the mage class for the battle, or 5 to play as the knight. If 4 or 5 is chosen it then tells you the boss’ name and health and the class you choose health and tells you to press x to start the fight. After pressing x it makes messages appear telling you the damage you did to him and the damage he did to you. And once either you or the boss’ health goes down to 0 you either win lose or draw (which is still a lost).