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Project 2

<Boss Fight Improved>

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.

In this version of the improved version of my first project I got the dice roll in and I got the array in as well but I still haven’t figure out how to input the mana or stamina thing without the code breaking but if I get there sometime this week before class ends I will send it in. I still 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, arrays.

**Summary:**

**Project size**: 291 lines

**Number of variables**: 14 variables at least

**The methods**: Still 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 rolls a random number to see if you missed your attack or hit a low, medium, or a heavy attack. When your life or the boss’ life reaches 0 or less than a message will appear saying either you won the game or you lost.