|  |
| --- |
| /\* |
|  | \* File: main.cpp |
|  | \* Author: Dimtirios Gizas |
|  | \* Created on June 1st, 2016, 10:52 AM |
|  | \* Purpose : PROJECT 2: BOSS BATTLE Improved |
|  | \*/ |
|  | //System Libraries |
|  | #include <iostream> |
|  | #include <ctime> |
|  | #include <cstdlib> |
|  |  |
|  | using namespace std; |
|  | //User Libraries |
|  |  |
|  | //Global Constants |
|  |  |
|  | //Function Prototype |
|  | void boss(int); |
|  | void mage(int); |
|  | void knight(int); |
|  | void BossBM(int, int, int, int, int,const int, int[]); |
|  | void BossBK(int, int, int, int, int,const int, int[]); |
|  | //Execution Starts Here |
|  | int main(int argc, char\*\* argv) { |
|  | //Set up random number seed |
|  | srand(static\_cast<unsigned int>(time(0))); |
|  |  |
|  | //Declare Variables |
|  | int d8, md8; //Dice roll for the player and boss |
|  | int roll; //To roll the dice |
|  | const int SIZE = 12; |
|  | int array [SIZE] = {91, 111, 143, 73, 98, 164, 21, 43, 55, 19, 38, 45}; |
|  | int chrChoice; // Pick 1 or 2 to pick class |
|  | char strChoice;// To start game or end |
|  | int healthM = 400; //The mage's max health |
|  | int healthK = 500; //the knight's max health |
|  | int healthB = 1000; //the boss' max health |
|  | int BattleHP; |
|  |  |
|  | cout << "This game is a boss battle." << endl; |
|  |  |
|  | cout << "If you want to start the game, press any key and hit enter." << endl; |
|  | cout << "If you don't want to start press n to quit the game." << endl; |
|  | cin >> strChoice; // To start the game or to quit it before playing. |
|  |  |
|  | if (strChoice == 'n'){ |
|  | cout << "You have ended the game" << endl; |
|  | return 0; |
|  | } |
|  | cout << "Before the game can start you know need to pick a class" << endl; |
|  | cout << "To see the Mage class stats enter 1" << endl; |
|  | cout << "To see the Knight Class stats enter 2" << endl; |
|  | cout << "If you want to see the stats of the boss enter 3" << endl; |
|  | cout << "To pick the Mage class for the battle enter 4" << endl; |
|  | cout << "To pick the Knight class for the battle enter 5" << endl; |
|  | do{ |
|  | cin >> chrChoice; |
|  |  |
|  | switch(chrChoice){ |
|  | case 1 : mage(healthM); break; |
|  | case 2 : knight(healthK); break; |
|  | case 3 : boss(healthB); break; |
|  | case 4 : BossBM (BattleHP, healthM, d8, md8, healthB, SIZE, array); break; |
|  | case 5 : BossBK (BattleHP, healthK, d8, md8, healthB, SIZE, array); break; |
|  | default:{ |
|  | cout << "Exit" << endl; |
|  | } |
|  | }; |
|  | }while (chrChoice <= 3 ); |
|  | return 0; |
|  | } |
|  | void mage (int healthM){ |
|  |  |
|  | cout << "" << endl; |
|  | cout << "The Mage Class uses magic damage to the boss" << endl; |
|  | cout << "When attacking the boss you deal 3 forms of spell damage " << endl; |
|  | cout << "Light: 73" <<endl; |
|  | cout << "Medium: 98" <<endl; |
|  | cout << "Heavy: 164" <<endl; |
|  | cout << "And each attack is multiplied by 3" << endl; |
|  | cout << "The Mage's max stats are: " << endl; |
|  | cout << "Health: " << healthM << endl; |
|  | cout << "Now type in 2 to see Knight class or 3 to see the Boss' stats" << endl; |
|  | cout << "Or if you want to pick this class type in 4" << endl; |
|  | return ; |
|  | } |
|  | void knight (int healthK) { |
|  |  |
|  | cout << "" << endl; |
|  | cout << "The Knight class use a sword" << endl; |
|  | cout << "When attacking the boss you deal 3 forms of damage " << endl; |
|  | cout << "Light: 91" <<endl; |
|  | cout << "Medium: 111" <<endl; |
|  | cout << "Heavy: 143" <<endl; |
|  | cout << "And each attack is multiplied by 3" <<endl; |
|  | cout << "The Knight's max stats are: " << endl; |
|  | cout << "Health: " << healthK << endl; |
|  | cout << "Now type in 1 to see Mage class or 3 to see the Boss' stats" << endl; |
|  | cout << "Or if you want to pick this class type in 5" << endl; |
|  |  |
|  | } |
|  |  |
|  | void boss (int healthB) { |
|  |  |
|  | cout << "" << endl; |
|  | cout << "The boss you will be face is named Iudex Gundyr" << endl; |
|  | cout << "The boss uses a sword to attack to attack. " << endl; |
|  | cout << "Depending on what class you choose he deals a certain amount of damage in forms of 3 attacks." << endl; |
|  | cout << "The bosses max health is: " << healthB << endl; |
|  | cout << "Now either type in 1 to see Mage class or 2 to see Knight class." << endl; |
|  | cout << "Or type in 4 to pick the Mage class or 5 to pick the Knight class." << endl; |
|  | } |
|  | void BossBM (int BattleHP, int healthM, int d8, int md8, int healthB, const int SIZE, int array[]){ |
|  |  |
|  | //Declare Variables |
|  | char start; |
|  | int damageB; |
|  | BattleHP = healthM; |
|  |  |
|  | //Stating and Asking if you want to start |
|  | cout << "You selected the Mage Class and the battle now begins." << endl; |
|  | cout << "BOSS: Index Gunyr" << endl; |
|  | cout << "Heath: " << healthB << endl; |
|  | cout <<"" |
|  | <<""<<endl; |
|  | cout << "YOUR CLASS: Mage" << endl; |
|  | cout << "Health : " << BattleHP << endl; |
|  | cout << "Now to start the fight" << endl; |
|  |  |
|  | //Boss Battle |
|  | while(healthB > 0 && BattleHP > 0){ |
|  | srand(static\_cast<unsigned int>(time(0))); |
|  | d8 = rand()%8+1; |
|  | md8 = rand()%8+1; |
|  | cout << "Press x to roll to attack." << endl; |
|  | cin >> start; |
|  |  |
|  | if (d8 <= 2){ |
|  | cout << "You Miss your attack " << endl; |
|  | } |
|  | else if (d8 <= 4){ |
|  | damageB = array[3]\*3; |
|  | healthB = healthB - damageB; |
|  | cout << "You did " << damageB << endl; |
|  | } |
|  | else if (d8 <= 6){ |
|  | damageB = array[4]\*3; |
|  | healthB = healthB - damageB; |
|  | cout << "You did " << damageB << endl; |
|  | } |
|  | else if (d8 <= 8){ |
|  | damageB = array[5]\*3; |
|  | healthB = healthB - damageB; |
|  | cout << "You did " << damageB << endl; |
|  | } |
|  | cout << healthB << " Boss HP" << endl; |
|  | cout << BattleHP << " Your HP" << endl; |
|  |  |
|  | if (healthB <= 0){ |
|  | cout << "Congratulations you beat the boss." << endl; |
|  | return; |
|  | } |
|  | else if (BattleHP <= 0){ |
|  | cout << "You lost game over." << endl; |
|  | return; |
|  | } |
|  |  |
|  | cout << "Press x to roll for the bosses attack." << endl; |
|  | cin >> start; |
|  | if (md8 <= 2){ |
|  | cout << "The boss missed his attack " << endl; |
|  | } |
|  |  |
|  | else if (md8 <= 4){ |
|  | damageB = array[9]\*3; |
|  | BattleHP = BattleHP - damageB; |
|  | cout << "He did " << damageB << endl; |
|  | } |
|  | else if (md8 <= 6){ |
|  | damageB = array[10]\*3; |
|  | BattleHP = BattleHP - damageB; |
|  | cout << "He did " << damageB << endl; |
|  | } |
|  | else if (md8 <= 8){ |
|  | damageB = array[11]\*3; |
|  | BattleHP = BattleHP - damageB; |
|  | cout << "He did " << damageB << endl; |
|  | } |
|  | cout << healthB << " Boss HP" << endl; |
|  | cout << BattleHP << " Your HP" << endl; |
|  |  |
|  | if (healthB <= 0){ |
|  | cout << "Congratulations you beat the boss." << endl; |
|  | return; |
|  | } |
|  | else if (BattleHP <= 0){ |
|  | cout << "You lost game over." << endl; |
|  | return; |
|  | } |
|  | } |
|  | } |
|  |  |
|  | void BossBK (int BattleHP, int healthK, int d8, int md8, int healthB, const int SIZE, int array[]){ |
|  |  |
|  | //Declare Variables |
|  | char start; |
|  | int damageB; |
|  | BattleHP = healthK; |
|  |  |
|  | //Stating and Asking if you want to start |
|  | cout << "You selected the Mage Class and the battle now begins." << endl; |
|  | cout << "BOSS: Index Gunyr" << endl; |
|  | cout << "Heath: " << healthB << endl; |
|  | cout <<"" |
|  | <<""<<endl; |
|  | cout << "YOUR CLASS: Knight" << endl; |
|  | cout << "Health : " << BattleHP << endl; |
|  | cout << "Now to start the fight" << endl; |
|  |  |
|  | //Boss Battle |
|  | while(healthB > 0 && BattleHP > 0){ |
|  | srand(static\_cast<unsigned int>(time(0))); |
|  | d8 = rand()%8+1; |
|  | md8 = rand()%8+1; |
|  | cout << "Press x to roll to attack." << endl; |
|  | cin >> start; |
|  |  |
|  | if (d8 <= 2){ |
|  | cout << "You Miss your attack " << endl; |
|  | } |
|  | else if (d8 <= 4){ |
|  | damageB = array[0]\*3; |
|  | healthB = healthB - damageB; |
|  | cout << "You did " << damageB << endl; |
|  | } |
|  | else if (d8 <= 6){ |
|  | damageB = array[1]\*3; |
|  | healthB = healthB - damageB; |
|  | cout << "You did " << damageB << endl; |
|  | } |
|  | else if (d8 <= 8){ |
|  | damageB = array[2]\*3; |
|  | healthB = healthB - damageB; |
|  | cout << "You did " << damageB << endl; |
|  | } |
|  | cout << healthB << " Boss HP" << endl; |
|  | cout << BattleHP << " Your HP" << endl; |
|  |  |
|  | if (healthB <= 0){ |
|  | cout << "Congratulations you beat the boss." << endl; |
|  | return; |
|  | } |
|  | else if (BattleHP <= 0){ |
|  | cout << "You lost game over." << endl; |
|  | return; |
|  | } |
|  |  |
|  | cout << "Press x to roll for the bosses attack." << endl; |
|  | cin >> start; |
|  |  |
|  | if (md8 <= 2){ |
|  | cout << "The boss missed his attack " << endl; |
|  | } |
|  | else if (md8 <= 4){ |
|  | damageB = array[6]\*3; |
|  | BattleHP = BattleHP - damageB; |
|  | cout << "He did " << damageB << endl; |
|  | } |
|  | else if (md8 <= 6){ |
|  | damageB = array[7]\*3; |
|  | BattleHP = BattleHP - damageB; |
|  | cout << "He did " << damageB << endl; |
|  | } |
|  | else if (md8 <= 8){ |
|  | damageB = array[8]\*3; |
|  | BattleHP = BattleHP - damageB; |
|  | cout << "He did " << damageB << endl; |
|  | } |
|  | cout << healthB << " Boss HP" << endl; |
|  | cout << BattleHP << " Your HP" << endl; |
|  |  |
|  | if (healthB <= 0){ |
|  | cout << "Congratulations you beat the boss." << endl; |
|  | return; |
|  | } |
|  | else if (BattleHP <= 0){ |
|  | cout << "You lost game over." << endl; |
|  | return; |
|  | } |
|  | } |
|  | } |