

**BOSS BATTLE** 

BOSS\_BATTLE()

Display enemy's information (Name, HP, Description)

Invalid input.
Please enter one from the given battle options.

False input is "Flee"

RETURN(character)

Character's HP -= enemy's attack damage

Enemy attacks the character

enemy\_attack = enemy's randomly chosen attack method

Invalid input

Enemy's HP > 0
False

Yay! You defeated your enemy

Enter battle options:
"Attack", "Skill", or
"Flee" to run away

input = user response

input is "Attack"

Use basic attack for damage

Enemy's HP -= character's current attack method

Show a list of skills the character currently has

Enter the skill you would like to use.

Use currently picked skill for damage

Enemy's HP > 0

False

Yay! You defeated your enemy

Invalid input