Turn Based Combat Pseudocode

Import random

Create Character class

Name

HP

Armor

hitChance

maxdamage

For each above,

@property

Define [variable] (self)

Return \_\_[variable] = value

@[variable].setter

Define [variable](self,value)

Variable is tested to be in range

Self.[variable] gets value in range

Define testInt

Takes in value

Checks to see if it is an int(integer) between min and max

If it is not a legal value set it to default

Define printStats

Print name

HP

Hit chance,

max damage,

armor.

Define Hit

If random value is less than hit chance, do damage between 1 and [maxDamage]

Print who hits who for how much, but also how much is absorbed by armor.

If damage is greater than armor, deal damage with armor value subtracted.

Define Fight

Print player and enemies HP

Player hits enemy and enemy hits player

If the player's HP is greater than the enemy's HP print”player wins” and vice versa.

Create an input function so as to quit the game.

Define Main

New variable gets character info from class

Other variable gets character info from character class

Variable.printStats runs

Variable2.printStats runs

Run main