CS1428 Lab 10h

# Name: Section:

This lab will build off of Lab 09h. You are REQUIRED to use last week’s project and build from there. If you missed last week’s lab I have source code for you.

1. I will demonstrate my program for you. It is vital for you to pay attention to the functionality of my program, because to receive full credit your program will have to behave like mine.
2. This week you need to create 7 new functions and modify ALL of your functions from last week. **I have provided a short sample code with modifications that you MUST change in your program.** Below is a list of things that are required in your program. YOU MAY ADD MORE IF YOU WISH.

NEW MATERIAL

* You will need a function to choose a classification of Hero. Your Hero/Player will have 6 different attributes You may make as many as you want, but there must be a minimum of 4. Each Hero has its own unique attributes/stats
* You will need 5 functions to increment these attributes/stats
* You will need to write a function to display these stats when a key is pressed

MODIFICATIONS TO BE MADE

* The game board is no longer a char board.
* You must pass your Player/Hero variable to all move functions so it can be passed to check loc.
* You must call choseCharacter function at the beginning of the program.
* You must call showCharacter and have it as a keyboard option (like show board)

**Use my text exe to answer any other questions you may have.**

**Extrapolate the data you need from there.**