CS1428 Lab 11h

# 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 2 new functions and modify ALL of your functions that involve the 2D Array of Board to a 3D array of Board. **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

* Increment floor function.
* MonsterFight Function. See next page for pseudo code.

MODIFICATIONS TO BE MADE

* Modify all movement functions to now include a 3D board and pass by reference

the floor variable to tell what floor you are on

* Other functions need floor function too.
* The modifications I give you in the snippet file.
* Switch cases in changeNewLoc to handle new parts of matrix.

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

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

Pseudo Code

Bool monsterFight(Player& x)

{

Declare monster

Set all monster values.

Warn user they have encountered a monster

Create a variable to hold your original health.

Create a variable to hold the number of attacks and damage done to your player.

Loop()

{

If(player critical hit rate count)

{

Modified Fight algorithm.

}

Else

If(monster critical hit rate count)

{

Modified Fight algorithm

}

Else

{

Regular attack  
 }

attackVar++;

if(You are dead)

{

Say you are dead

Return false

}

If(monster is dead)

{

Hooray

Return true;

}

}

Return false

}