Tbc.py

Create a Character class (based on the built in object class)

Initialize method (constructor) with parameters Self, Name, hitPoints, hitChance, maxDamage, armor – give them each default value

Super init to initialize the built in object class

Self.Name = name

self.hitPoints = hitPoints, etc. for each attribute (put parameter values in attributes)

@property

Define name(self)

Return the name attribute

@name.setter

Takes self and value and gives the attribute self the value

@Property

Define hitPoints(self)

Return the hitPoints attribute

@hitPoints.setter

Takes self and value

Set hitPoints attribute equal to testInt() method (any integer, default 10)

@property

Define hitChance(self)

Return the hitChance attribute

@hitChance.setter

Takes self and value

Set hitChance attribute equal to testInt (integer from 0-100, default 50)

@property

Define maxDamage(self)

Return the max damage attribute

@maxDamage.setter

Set maxDamage attribute equal to testInt (any positive integer , default 5)

@property

Define Armor(self)

Return the armor attribute

@armor.setter

Set armor attribute equal to testInt (any positive integer, default 2)

printStats(self) –

print character name

print a line of equals signs to format

print each property of the character – (Hit Points : 10), etc.

testInt() receives self, value, min, max, and a default

out equals default

if value is an int

if value is greater than the min

if value is less than the max

out equals value

else

print “too large”

print “too small”

print “must be an int”

return out

hit() – receives self and opponent

rand = random integer from 1-100

if rand is less than or equal to the hit chance (a hit occurs)

set damage equal to a random number between one and max damage

netDamage equals damage minus opponent armor

if net damage is less than 0

net damage equals zero (prevents hitPoints from going up)

opponents hit points = their hit points minus netDamage

print message letting the user know what happened in the hit

fight() receives two instances of the characters

keepGoing is True

while keepGoing

tell user to press enter for a round

if they press something other than enter

keepGoing is False

character 1 hits character 2 with hit() method

if character 2s hit points are less or equal to zero

print character two has been defeated

keepGoing is False

character 2 hits character 1

if character 1s hit points are less or equal to zero

print character one has been defeated

keepGoing is False

print both characters HP

combat.py

import tbc module

main()

<hero> gets an instance of the tbc module character(default parameters or choose)

<monster> gets another instance of character

Print stats of each character

Tbc fight method (hero and monster)

If \_\_name\_\_ is main

Main()