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Programming Assignment #2: Test Cases and Reflections

**Program Execution Test Output #1 (in Python):**

Text

Description automatically generated

Text

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**Program Execution Test Output #1 (in Python):**

What is your hero's name? Link

Would you like to hear the story (Y/N)? n

~Link's Current Stats~

LEVEL 1

DP | 10

HP | 100/100

XP | 0/100

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Evil Chipmunk emerges with 23 health and 7 damage power!

The Evil Chipmunk has 13 HP left...

Link has 93 HP left...

Hit ENTER to keep fighting-->f

The Evil Chipmunk has 3 HP left...

Link has 86 HP left...

Hit ENTER to keep fighting-->

Link defeated the Evil Chipmunk and gained +30 XP!

~Link's Current Stats~

LEVEL 1

DP | 10

HP | 86/100

XP | 30/100

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[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->l

A terrifying Villainous Rabbit emerges with 31 health and 7 damage power!

(ー。ー) zzz... Link spends 16 XP and restores 20 HP with a short rest...

~RESTED TO FULL HEALTH~

(press enter to wake up and fight again)

The Villainous Rabbit has 21 HP left...

Link has 93 HP left...

Hit ENTER to keep fighting-->

The Villainous Rabbit has 11 HP left...

Link has 86 HP left...

Hit ENTER to keep fighting-->

The Villainous Rabbit has 1 HP left...

Link has 79 HP left...

Hit ENTER to keep fighting-->

Link defeated the Villainous Rabbit and gained +38 XP!

~Link's Current Stats~

LEVEL 1

DP | 10

HP | 79/100

XP | 54/100

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[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->l

A terrifying Villainous Rabbit emerges with 48 health and 8 damage power!

(ー。ー) zzz... Link spends 11 XP and restores 20 HP with a short rest...

(press enter to wake up and fight again)

The Villainous Rabbit has 38 HP left...

Link has 91 HP left...

Hit ENTER to keep fighting-->

The Villainous Rabbit has 28 HP left...

Link has 83 HP left...

Hit ENTER to keep fighting-->

The Villainous Rabbit has 18 HP left...

Link has 75 HP left...

Hit ENTER to keep fighting-->

The Villainous Rabbit has 8 HP left...

Link has 67 HP left...

Hit ENTER to keep fighting-->

Link defeated the Villainous Rabbit and gained +56 XP!

Link LEVELED UP!

(+20 Max Health)

(+5 Damage Power)

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 120/120

XP | 0/200

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[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->s

A terrifying Flaming Keese emerges with 61 health and 15 damage power!

...but Link is not tired enough to rest before this fight...

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 120/120

XP | 0/200

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Wizzrobe emerges with 39 health and 9 damage power!

The Wizzrobe has 24 HP left...

Link has 111 HP left...

Hit ENTER to keep fighting-->

The Wizzrobe has 9 HP left...

Link has 102 HP left...

Hit ENTER to keep fighting-->

Link defeated the Wizzrobe and gained +48 XP!

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 102/120

XP | 48/200

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->l

A terrifying Wizzrobe emerges with 39 health and 9 damage power!

(ー。ー) zzz... Link spends 36 XP and restores 24 HP with a short rest...

~RESTED TO FULL HEALTH~

(press enter to wake up and fight again)

The Wizzrobe has 24 HP left...

Link has 111 HP left...

Hit ENTER to keep fighting-->

The Wizzrobe has 9 HP left...

Link has 102 HP left...

Hit ENTER to keep fighting-->

Link defeated the Wizzrobe and gained +48 XP!

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 102/120

XP | 66/200

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->l

A terrifying Evil Chipmunk emerges with 77 health and 10 damage power!

(ー。ー) zzz... Link spends 32 XP and restores 24 HP with a short rest...

~RESTED TO FULL HEALTH~

(press enter to wake up and fight again)

The Evil Chipmunk has 62 HP left...

Link has 110 HP left...

Hit ENTER to keep fighting-->

The Evil Chipmunk has 47 HP left...

Link has 100 HP left...

Hit ENTER to keep fighting-->

The Evil Chipmunk has 32 HP left...

Link has 90 HP left...

Hit ENTER to keep fighting-->

The Evil Chipmunk has 17 HP left...

Link has 80 HP left...

Hit ENTER to keep fighting-->

The Evil Chipmunk has 2 HP left...

Link has 70 HP left...

Hit ENTER to keep fighting-->

Link defeated the Evil Chipmunk and gained +87 XP!

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 70/120

XP | 126/200

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Wallmaster emerges with 48 health and 18 damage power!

The Wallmaster has 33 HP left...

Link has 52 HP left...

Hit ENTER to keep fighting-->

The Wallmaster has 18 HP left...

Link has 34 HP left...

Hit ENTER to keep fighting-->

The Wallmaster has 3 HP left...

Link has 16 HP left...

Hit ENTER to keep fighting-->

Link defeated the Wallmaster and gained +66 XP!

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 16/120

XP | 192/200

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->l

A terrifying Wizzrobe emerges with 48 health and 13 damage power!

(ー。ー) zzz... Link spends 1 XP and restores 24 HP with a short rest...

(press enter to wake up and fight again)

The Wizzrobe has 33 HP left...

Link has 27 HP left...

Hit ENTER to keep fighting-->

The Wizzrobe has 18 HP left...

Link has 14 HP left...

Hit ENTER to keep fighting-->

The Wizzrobe has 3 HP left...

Link has 1 HP left...

Hit ENTER to keep fighting-->

Link defeated the Wizzrobe and gained +61 XP!

Link LEVELED UP!

(+20 Max Health)

(+5 Damage Power)

~Link's Current Stats~

LEVEL 3

DP | 20

HP | 140/140

XP | 52/400

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Wizzrobe emerges with 72 health and 19 damage power!

The Wizzrobe has 52 HP left...

Link has 121 HP left...

Hit ENTER to keep fighting-->

The Wizzrobe has 32 HP left...

Link has 102 HP left...

Hit ENTER to keep fighting-->

The Wizzrobe has 12 HP left...

Link has 83 HP left...

Hit ENTER to keep fighting-->

Link defeated the Wizzrobe and gained +91 XP!

~Link's Current Stats~

LEVEL 3

DP | 20

HP | 83/140

XP | 143/400

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Wallmaster emerges with 71 health and 26 damage power!

The Wallmaster has 51 HP left...

Link has 57 HP left...

Hit ENTER to keep fighting-->

The Wallmaster has 31 HP left...

Link has 31 HP left...

Hit ENTER to keep fighting-->

The Wallmaster has 11 HP left...

Link has 5 HP left...

Hit ENTER to keep fighting-->

Link defeated the Wallmaster and gained +97 XP!

~Link's Current Stats~

LEVEL 3

DP | 20

HP | 5/140

XP | 240/400

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->e

A terrifying Flaming Keese emerges with 62 health and 20 damage power!

...but Link manages to escape to safety...

FINAL SCORE = 4

Would you like to play again (Y/N)? y

**Program Execution Test Output #2 (in Python):**

Would you like to hear the story (Y/N)? n

~Link's Current Stats~

LEVEL 1

DP | 10

HP | 100/100

XP | 0/100

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Flaming Keese emerges with 33 health and 9 damage power!

The Flaming Keese has 23 HP left...

Link has 91 HP left...

Hit ENTER to keep fighting-->

The Flaming Keese has 13 HP left...

Link has 82 HP left...

Hit ENTER to keep fighting-->

The Flaming Keese has 3 HP left...

Link has 73 HP left...

Hit ENTER to keep fighting-->

Link defeated the Flaming Keese and gained +42 XP!

~Link's Current Stats~

LEVEL 1

DP | 10

HP | 73/100

XP | 42/100

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Big Poe emerges with 29 health and 8 damage power!

The Big Poe has 19 HP left...

Link has 65 HP left...

Hit ENTER to keep fighting-->f

The Big Poe has 9 HP left...

Link has 57 HP left...

Hit ENTER to keep fighting-->

Link defeated the Big Poe and gained +37 XP!

~Link's Current Stats~

LEVEL 1

DP | 10

HP | 57/100

XP | 79/100

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Red Lynel emerges with 44 health and 7 damage power!

The Red Lynel has 34 HP left...

Link has 50 HP left...

Hit ENTER to keep fighting-->

The Red Lynel has 24 HP left...

Link has 43 HP left...

Hit ENTER to keep fighting-->

The Red Lynel has 14 HP left...

Link has 36 HP left...

Hit ENTER to keep fighting-->

The Red Lynel has 4 HP left...

Link has 29 HP left...

Hit ENTER to keep fighting-->

Link defeated the Red Lynel and gained +51 XP!

Link LEVELED UP!

(+20 Max Health)

(+5 Damage Power)

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 120/120

XP | 30/200

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Wallmaster emerges with 54 health and 10 damage power!

The Wallmaster has 39 HP left...

Link has 110 HP left...

Hit ENTER to keep fighting-->

The Wallmaster has 24 HP left...

Link has 100 HP left...

Hit ENTER to keep fighting-->

The Wallmaster has 9 HP left...

Link has 90 HP left...

Hit ENTER to keep fighting-->

Link defeated the Wallmaster and gained +64 XP!

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 90/120

XP | 94/200

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Red Lynel emerges with 48 health and 12 damage power!

The Red Lynel has 33 HP left...

Link has 78 HP left...

Hit ENTER to keep fighting-->

The Red Lynel has 18 HP left...

Link has 66 HP left...

Hit ENTER to keep fighting-->

The Red Lynel has 3 HP left...

Link has 54 HP left...

Hit ENTER to keep fighting-->

Link defeated the Red Lynel and gained +60 XP!

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 54/120

XP | 154/200

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->

Invalid Input. Try again.

~Link's Current Stats~

LEVEL 2

DP | 15

HP | 54/120

XP | 154/200

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Evil Chipmunk emerges with 59 health and 17 damage power!

The Evil Chipmunk has 44 HP left...

Link has 37 HP left...

Hit ENTER to keep fighting-->

The Evil Chipmunk has 29 HP left...

Link has 20 HP left...

Hit ENTER to keep fighting-->

The Evil Chipmunk has 14 HP left...

Link has 3 HP left...

Hit ENTER to keep fighting-->

Link defeated the Evil Chipmunk and gained +76 XP!

Link LEVELED UP!

(+20 Max Health)

(+5 Damage Power)

~Link's Current Stats~

LEVEL 3

DP | 20

HP | 140/140

XP | 30/400

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Evil Chipmunk emerges with 56 health and 21 damage power!

The Evil Chipmunk has 36 HP left...

Link has 119 HP left...

Hit ENTER to keep fighting-->

The Evil Chipmunk has 16 HP left...

Link has 98 HP left...

Hit ENTER to keep fighting-->

Link defeated the Evil Chipmunk and gained +77 XP!

~Link's Current Stats~

LEVEL 3

DP | 20

HP | 98/140

XP | 107/400

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Wallmaster emerges with 65 health and 18 damage power!

The Wallmaster has 45 HP left...

Link has 80 HP left...

Hit ENTER to keep fighting-->

The Wallmaster has 25 HP left...

Link has 62 HP left...

Hit ENTER to keep fighting-->

The Wallmaster has 5 HP left...

Link has 44 HP left...

Hit ENTER to keep fighting-->

Link defeated the Wallmaster and gained +83 XP!

~Link's Current Stats~

LEVEL 3

DP | 20

HP | 44/140

XP | 190/400

----------------------

[F] FIGHT now!

[S] SHORT REST then FIGHT...

[L] LONG REST then FIGHT...

[E] ESCAPE with your life!

--------CHOOSE------->f

A terrifying Flaming Keese emerges with 100 health and 18 damage power!

The Flaming Keese has 80 HP left...

Link has 26 HP left...

Hit ENTER to keep fighting-->

The Flaming Keese has 60 HP left...

Link has 8 HP left...

Hit ENTER to keep fighting-->

Link HAS BEEN SLAIN.

GAME OVER

FINAL SCORE = 3

Would you like to play again (Y/N)? n

Thanks for playing!

Process finished with exit code 0

**Program Execution Test Output #1 (in C):**

~Hero's Current Stats~

LEVEL 1

DP | 10

HP | 100/100

XP | 0/100

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 22 hit-points and 7 damage points!

The hero defeats the monster and gains 29 XP!

~Hero's Current Stats~

LEVEL 1

DP | 10

HP | 86/100

XP | 29/100

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 29 hit-points and 8 damage points!

The hero defeats the monster and gains 37 XP!

~Hero's Current Stats~

LEVEL 1

DP | 10

HP | 70/100

XP | 66/100

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 2

A monster emerges with 56 hit-points and 11 damage points!

(ー。ー) zzz...(-3 XP)...(+10 HP)

The hero defeats the monster and gains 67 XP!

The Hero LEVELED UP!

(+20 Max Health)

(+5 Damage Power)

~Hero's Current Stats~

LEVEL 2

DP | 15

HP | 120/120

XP | 30/200

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 64 hit-points and 16 damage points!

The hero defeats the monster and gains 80 XP!

~Hero's Current Stats~

LEVEL 2

DP | 15

HP | 56/120

XP | 110/200

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 2

A monster emerges with 42 hit-points and 14 damage points!

(ー。ー) zzz...(-9 XP)...(+12 HP)

The hero defeats the monster and gains 56 XP!

~Hero's Current Stats~

LEVEL 2

DP | 15

HP | 40/120

XP | 157/200

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 2

A monster emerges with 46 hit-points and 16 damage points!

(ー。ー) zzz...(-4 XP)...(+12 HP)

The hero defeats the monster and gains 62 XP!

The Hero LEVELED UP!

(+20 Max Health)

(+5 Damage Power)

~Hero's Current Stats~

LEVEL 3

DP | 20

HP | 140/140

XP | 15/400

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 70 hit-points and 22 damage points!

The hero defeats the monster and gains 92 XP!

~Hero's Current Stats~

LEVEL 3

DP | 20

HP | 74/140

XP | 107/400

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 71 hit-points and 17 damage points!

The hero defeats the monster and gains 88 XP!

~Hero's Current Stats~

LEVEL 3

DP | 20

HP | 23/140

XP | 195/400

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 3

A monster emerges with 61 hit-points and 22 damage points!

(ー。ー) zzz...(-20 XP)...(+14 HP)

The Hero has been slain!

GAME OVER

FINAL SCORE = 3

Process finished with exit code 0

**Program Execution Test Output #2 (in C):**

~Hero's Current Stats~

LEVEL 1

DP | 10

HP | 100/100

XP | 0/100

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 3

A monster emerges with 36 hit-points and 9 damage points!

Not enough XP! Monster is bewildered by the hero's insomnia...

~Hero's Current Stats~

LEVEL 1

DP | 10

HP | 100/100

XP | 0/100

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 29 hit-points and 8 damage points!

The hero defeats the monster and gains 37 XP!

~Hero's Current Stats~

LEVEL 1

DP | 10

HP | 84/100

XP | 37/100

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 39 hit-points and 8 damage points!

The hero defeats the monster and gains 47 XP!

~Hero's Current Stats~

LEVEL 1

DP | 10

HP | 60/100

XP | 84/100

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 32 hit-points and 9 damage points!

The hero defeats the monster and gains 41 XP!

The Hero LEVELED UP!

(+20 Max Health)

(+5 Damage Power)

~Hero's Current Stats~

LEVEL 2

DP | 15

HP | 120/120

XP | 25/200

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 41 hit-points and 14 damage points!

The hero defeats the monster and gains 55 XP!

~Hero's Current Stats~

LEVEL 2

DP | 15

HP | 92/120

XP | 80/200

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 51 hit-points and 14 damage points!

The hero defeats the monster and gains 65 XP!

~Hero's Current Stats~

LEVEL 2

DP | 15

HP | 50/120

XP | 145/200

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 54 hit-points and 12 damage points!

The hero defeats the monster and gains 66 XP!

The Hero LEVELED UP!

(+20 Max Health)

(+5 Damage Power)

~Hero's Current Stats~

LEVEL 3

DP | 20

HP | 140/140

XP | 11/400

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 55 hit-points and 19 damage points!

The hero defeats the monster and gains 74 XP!

~Hero's Current Stats~

LEVEL 3

DP | 20

HP | 102/140

XP | 85/400

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 1

A monster emerges with 71 hit-points and 16 damage points!

The hero defeats the monster and gains 87 XP!

~Hero's Current Stats~

LEVEL 3

DP | 20

HP | 54/140

XP | 172/400

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 3

A monster emerges with 95 hit-points and 15 damage points!

(ー。ー) zzz...(-22 XP)...(+14 HP)

The hero defeats the monster and gains 110 XP!

~Hero's Current Stats~

LEVEL 3

DP | 20

HP | 8/140

XP | 260/400

----------------------

[1] FIGHT now!

[2] SHORT REST then FIGHT...

[3] LONG REST then FIGHT...

[4] ESCAPE with your life!

--------CHOOSE-------> 4

A monster emerges with 112 hit-points and 28 damage points!

The hero BARELY escapes with his life!

FINAL SCORE = 4

Process finished with exit code 0

**Reflections:**

I had a lot of fun making the program in Python. I first developed the code in python, and then attempted to port it to C. Because of this, most of the challenges I found in python were mostly in creating the logic of the program. I do not remember struggling very much with the syntax and other technical aspects of writing the python code. I even went beyond the instructions and took the creative liberty to add in other elements into the code, such as a story and text art. One major deviation from the requirements was that I had already written the code in python before realizing I was supposed to omit the option of resting from the menu when at full HP. I circumvented this problem by informing the user of his invalid request and looping back to the menu again in case of an invalid rest attempt.

In C however, I struggled immensely with various aspects of the code. I first translated the syntax from Python as accurately as I could. But I was met with countless errors. Data type conversions are a lot trickier in C than Python. After some time trying to satisfy the IDE’s complaints, I gave up and converted the menu to multiple choice with numeric options instead of characters. Additionally, I struggled for a long time with bringing in a random function to select monster HP and DP from the provided range. I also had great difficulty with the loops, some of which were not really fully resolved. For some reason I cannot comprehend, if the first input into the program is a character instead of an integer, the program begins printing menus in an infinite loop.