

TS - Aufgabe 4

fightAllMonsters:

```
for (i = 0; i < monsterArray.length; i++) {
```

```
    fightMonster(i);
}
```

fight^{All}WeakMonsters:

```
for (i = 0; i < monsterArray.length; i++) {
```

```
    if (playerLevel > monsterArray[i].monsterLevel) {
```

```
        fightMonster(i);
```

```
    }
```

```
}
```

fightWeakestMonster:

```
let weakestIndex: number = 0
```

```
for (i = 0; i < monsterArray.length; i++) {
```

```
    if (monsterArray[i].monsterLevel <
```

```
        monsterArray[weakestIndex].monsterLevel) {
```

```
        weakestIndex = i;
```

```
}
```

```
}
```

```
fightMonster(weakestIndex)
```

fightMonster:

```
if (playerLevel > monsterArray[i-1].monsterLevel) {
```

```
    // monster verschwindet & update PlayerLevel +
```

```
else { // monster bleibt & update PlayerLevel -
```

```
}
```

updatePlayerLevel:

```
if (playerXP < monsterXP) {
```

```
    playerXP += monsterXP
```

```
}
```

```
if (playerLevel == 20) {
```

```
    alert("Du hast gewonnen!")
```

```
}
```