Battle!! Readme

Project by [REDACTED]

*Project Rundown*

This program is intended to be a simple turn-based battle between a user-controlled Hero and a computer-controlled Monster. The use and the computer take turns using actions to help turn the battle in their favor. Once an action has been used, the turn switches to the other participant. The battle ends when either the Hero’s or the Monster’s HP, or health points, falls to 0. To do this, there are actions that the Hero and Monster can use that damage the other and lower their HP. The damage dealt by these actions is based on the Hero’s and Monster’s STR, or strength, stats respectively. Some of these actions have bonus effects on top of the basic attack, these actions are called Skills and cost SP, or Skill Points, to use. If the Hero or Monster does not have enough SP to execute a Skill, the Skill will not activate and the Creature that attempted to use the Skill will have to choose a different action. There are also actions that a Creature can use to slow down or reverse their loss of HP. The combination of damaging actions and defensive actions are the key to winning the battle. When one of the Creature’s HP falls to 0, neither Creature can take their turn and the battle ends. Each Creature’s stats – HP, STR, and SP – are randomized from a set range of values, making each battle different from the last.

*Technical Aspects*

Neither Creature may take their turn unless it is explicitly their turn. There are some buttons, however, that do not take up the Hero’s turn. These buttons are the “Show Stats” button and the “Scan” button. The “Show Stats” button displays the current HP and SP values of the Hero and the “Scan” button shows the current HP and SP values of the Monster. These are used to keep an eye on the progress of the battle.

The Hero and the Monster also have similar Skills. The Hero’s Skills are “Healing Spray”, “Double Strike”, and “Toxic Slash”. The Monster’s are “Calming Cleanse”, “Fury Attack”, “Poison Slash” and “Piercing Blow”. “Healing Spray” and “Calming Cleanse” both heal the respective Creatures a random amount of HP, “Double Strike” and “Fury Attack” both do 2 attacks of the opposing Creature, “Poison Slash” and “Toxic Slash” both are regular attacks with a small chance to poison the target, which deals damage per turn, and then “Piercing Blow” deal extra damage to the Hero. The reason the Hero doesn’t have a 4th skill is because the Hero has the “Scan” Skill which, while it doesn’t cost SP, is still a Skill in its own right.

Hovering over the buttons in the program displays a brief description of what the button does and attempting to use a Skill when you don’t have enough SP for said Skill displays a message alerting you to that fact and requesting you select a different action to take.