

```
1 using SplashKitSDK;
2 using DragonBallGame.CharacterClass;
3
4 namespace DragonBallGame
5 {
6     public class BattleManager
7     {
8         private Player _player;
9         private Window _window;
10
11
12         public BattleManager(Player player, Window window)
13         {
14             _player = player;
15             _window = window;
16         }
17
18         public string GetSelectedDifficulty()
19         {
20             while (true)
21             {
22                 SplashKit.ProcessEvents();
23                 SplashKit.ClearScreen(Color.White);
24
25                 // Draw Difficulty Selection UI
26                 SplashKit.DrawText("Select Difficulty:", Color.Black, 300, ↗
27                                     150);
28
29                 // Draw Difficulty Buttons
30                 Rectangle easyButton = SplashKit.RectangleFrom(300, 200, ↗
31                                     200, 40);
32                 Rectangle mediumButton = SplashKit.RectangleFrom(300, 260, ↗
33                                     200, 40);
34                 Rectangle hardButton = SplashKit.RectangleFrom(300, 320, ↗
35                                     200, 40);
36                 Rectangle extremeButton = SplashKit.RectangleFrom(300, 380, ↗
37                                     200, 40);
38
39                 SplashKit.FillRectangle(Color.LightGreen, easyButton);
40                 SplashKit.DrawText("Easy", Color.Black, 385, 215);
41
42                 SplashKit.FillRectangle(Color.Yellow, mediumButton);
43                 SplashKit.DrawText("Medium", Color.Black, 375, 275);
44
45                 SplashKit.FillRectangle(Color.Orange, hardButton);
46                 SplashKit.DrawText("Hard", Color.Black, 385, 335);
47
48                 SplashKit.FillRectangle(Color.Red, extremeButton);
49                 SplashKit.DrawText("Extreme", Color.Black, 375, 395);
```

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45
46     SplashKit.RefreshScreen(60);
47
48     // Handle Mouse Click on Difficulty Buttons
49     if (SplashKit.MouseClicked(MouseButton.LeftButton))
50     {
51         Point2D mousePosition = SplashKit.MousePosition();
52
53         if (SplashKit.PointInRectangle(mousePosition, easyButton))
54         {
55             return "Easy";
56         }
57         else if (SplashKit.PointInRectangle(mousePosition, mediumButton))
58         {
59             return "Medium";
60         }
61         else if (SplashKit.PointInRectangle(mousePosition, hardButton))
62         {
63             return "Hard";
64         }
65         else if (SplashKit.PointInRectangle(mousePosition, extremeButton))
66         {
67             return "Extreme";
68         }
69     }
70 }
71
72
73 public string StartBattle(Character selectedCharacter)
74 {
75     string difficulty = GetSelectedDifficulty(); // Allow the
76     // player to choose the difficulty for the battle
77     BattleSystem battleSystem = new BattleSystem(_window);
78     (string battleResult, int reward) = battleSystem.BattleState
79     (selectedCharacter, difficulty);
80     _player.AddZeni(reward);
81     return battleResult;
82 }
83 }
```