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!!!PROOF OF CONCEPT!!!

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import time

import os

#defining local time for console output

def clock ():

return str(time.asctime(time.localtime(time.time())))

#number of times program has been run is checked

event\_count = open('times\_run.cfg', 'r')

run\_event = list(tuple(event\_count))[0]

########

#STARTUP

########

print ("Starting Tool...\n-------------------------\n-------------------------")

#print program Version in debug log

print (str(clock()) + str(" || Version: " + str(''.join(map(str, (list(str((list(open('version.cfg').readlines())[4])))[::-1][:5][::-1]))))))

time.sleep (0.06)

#print the number of times program has been run to debug log

print (str(clock()) + str(" || Console: Updating Runtime Logs..."))

print (str(clock()) + str(" || Console: Run Event: " + str(run\_event)))

open('times\_run.cfg', 'w+').write(str(int(''.join(map(str, run\_event))) + 1))

time.sleep (0.08)

#code to make a logfile goes here

print (str(clock()) + str(" || Console: " + "Generating Logfile..."))

time.sleep (0.46)

print (str(clock()) + str(" || Console: " + "Now running..."))

time.sleep (2)

os.system('clear')

#########

#\STARTUP

#########

class character:

def \_\_init\_\_(self):

pass

#print all members of party

def party\_list(self):

with open('characters.cfg') as f:

party\_size = str(sum(1 for \_ in f))

print ("The party has " + party\_size + " adventurers")

with open('characters.cfg', 'r') as f:

print (f.read())

#PSUDOCODE

def check\_status(character):

with open('character.cfg') as f:

print ("character hp, xp, level, stats, concious/unconcious, inventory, weight, etc")

#/PSUDOCODE

class create:

#initialize class with the following traits. User picks these when class is called.

def \_\_init\_\_(self, name, hair, eyes, age):

self.name = name

self.hair = hair

self.eyes = eyes

self.age = age

def fighter(self, subclass):

#create and store character in a config file (proof of concept)

createornotcreate = input(str("Create a " + str(self.age) + " year old " + str(subclass) + " fighter named " + str(self.name) + " with " + str(self.eyes) + " eyes and " + str(self.hair) + " hair?" + " Enter 'y' or 'n'"))

if createornotcreate == "y":

charlist = open('characters.cfg', 'w+').write(str(self.age) + " year old " + str(subclass) + " fighter named " + str(self.name) + " with " + str(self.eyes) + " eyes and " + str(self.hair) + " hair")

print ("Character has been created.")

else: print ("OK")

class combat:

def \_\_init\_\_(self, turn):

self.turn = turn #keeping track of turns for effects that rely on xyz happens next turn

def character\_damage(self, quant, target):

pass #open character.cfg, subtract damage, if hp <= 0, combat.unconcious

def enemy\_damage(self, quant, target):

pass #handle on the fly, define enemy variables at start of combat using enemy.cfg as a monster compendium, subtract damage

def character\_heal(self, quant, target):

pass #open character.cfg, add hp, if hp > maxhp, hp = maxhp

def enemy\_heal(self, quant, target):

pass #heal enemy hp

def character\_effect(self, effect, target):

pass

def enemy\_effect(self, effect, target):

pass

def character\_unconcious(self, target):

pass

def enemy\_unconcious(self, target):

pass

#character action types defined in character.cfg

#proof of concept character creation

character.create("Lauren Ipsum", "Brown", "Brown", 34).fighter("Great Weapons Master")

#SAMPLE COMBAT

print ("As character(s) move through the [Randomly generated text], suddenly a Blob and an Enemy Name [Random text based on random text 1]")

print ("ROOOOOOOOLLLLL FOR INITIATIVE!!!!") #Or something like that.

#determine turn order

in\_combat = True

turn = 1

participants = [("Enemy Name", "hp", "xp", "other stuff", "loot", "etc"), ("Blob", 15, 20, "xyz")]

while in\_combat:

#all participants take actions (movement, battle map/grid ui????)

#enemy\_damage("Blob", 5)

#print ("Blob takes 5 damage. It looks slightly hurt as it [RANDOM TEXT]")

continue