Richard Haynes III

C Programming

RPG IPO

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| --- | --- | --- |
| Input | Process | Output |
| 1. Enter Character’s name. | 1. Players info is always shown. 2. Menu will be shown with the following: 3. Rules of fight club 4. Start a battle  * When a battle is won the user gets $50 and 5 strength. * When user losses they lose 5 strength unless they have armor then armor will get -5. * When user has a winning streak larger than 3 their money gets multiplied by 1.5.  1. Buy player attributes  * Buy strength * Buy lives * Buy agility * Buy armor  1. Display current results(wins/losses) 2. Display top 10 scores   Q. Save and quit | 1. When the user decides to battle they will see whether they won the battle or lost it.  2. the player will always see the following info during the game.  - Name  - Lives  - Money  - Strength  - Agility  - Body armor  3. when user runs out of lives they will see the results of their gameplay and are asked if they want to play again. |