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POSTTEST 3

SS Program:

- Main Menu

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  COMMENTS

+-----+
|                                     >> SYSTEM GAME <<                                     |
|                                     >> PLANTS VS ZOMBIES <<                                     |
+-----+
|[1]. CREATE CHARACTER                                                         |
|[2]. DISPLAY CHARACTER                                                         |
|[3]. UPDATE CHARACTER                                                         |
|[4]. DELETE CHARACTER                                                         |
|[5]. UPGRADE CHARACTER                                                         |
|[0]. EXIT >>                                                                 |
+-----+
ENTER CHOICE >> 5
```

- Menu Create

```
>> Create Char <<

1. Plants
2. Zombies

Enter Input >> 1

>> Create Plant <<

Id      -> P4
Name     -> Winter Melon
Toughness -> 250
Sun Cost -> 175
Type     -> Attacker
Damage   -> 45

Plant Has Been Successfully Created!

Press [ENTER] To Continue...
```

- Menu Tampil

```
>> Display Char <<

1. Plants
2. Zombies

Enter Input >> 2

>> List of Zombies <<

+-----+

Zombies No. 1

Id      -> Z2
Name    -> ConeHead Zombie
Toughness -> 250.0
Speed   -> Basic
Damage  -> 20.0
+-----+

Zombies No. 2

Id      -> Z3
Name    -> Eksplorer Zombie
Toughness -> 200.0
Speed   -> Hungry
Damage  -> 30.0
+-----+

Press [ENTER] To Continue...|
```

- Menu Update

```
>> Update Zombies <<

Input Id Zombie -> Z3
New Name      -> ZomboBoss
New toughness -> 4000
New Speed     -> Slow
New Damage    -> 450

The Zombie Was Successfully Changed!

Press [ENTER] To Continue...
```

- Menu Delete

```
>> Delete Plants <<

Input Id Plant -> P2
Delete Plants With Id P2 ?
Are You Sure You Want To Delete {y/n} >> y

Plant Has Been Successfully Deleted!

Press [ENTER] To Continue...
```

- Menu Upgrade Character

```
>> Upgrade Char <<

1. Plants
2. Zombies

Enter Input >> 1

>> List of Plants <<

+-----+
Plants >> No.1

Id      -> P1
Name    -> PeaShooter
Health  -> 350.0
Level   -> 0
Damage  -> 25.0
+-----+

Plants >> No.2

Id      -> P2
Name    -> SnapDragon
Health  -> 300.0
Level   -> 0
Damage  -> 35.0
+-----+
```

>> Upgrade Plants <<

Input Id Plant -> P3

>> Upgrade Plants To Level ? <<

1. Level 1
2. Level 2
3. Level 3

Enter Input >> 2

plant successfully upgraded to level 2 with health increased by 20% and damage by 15%.

Press [ENTER] To Continue...