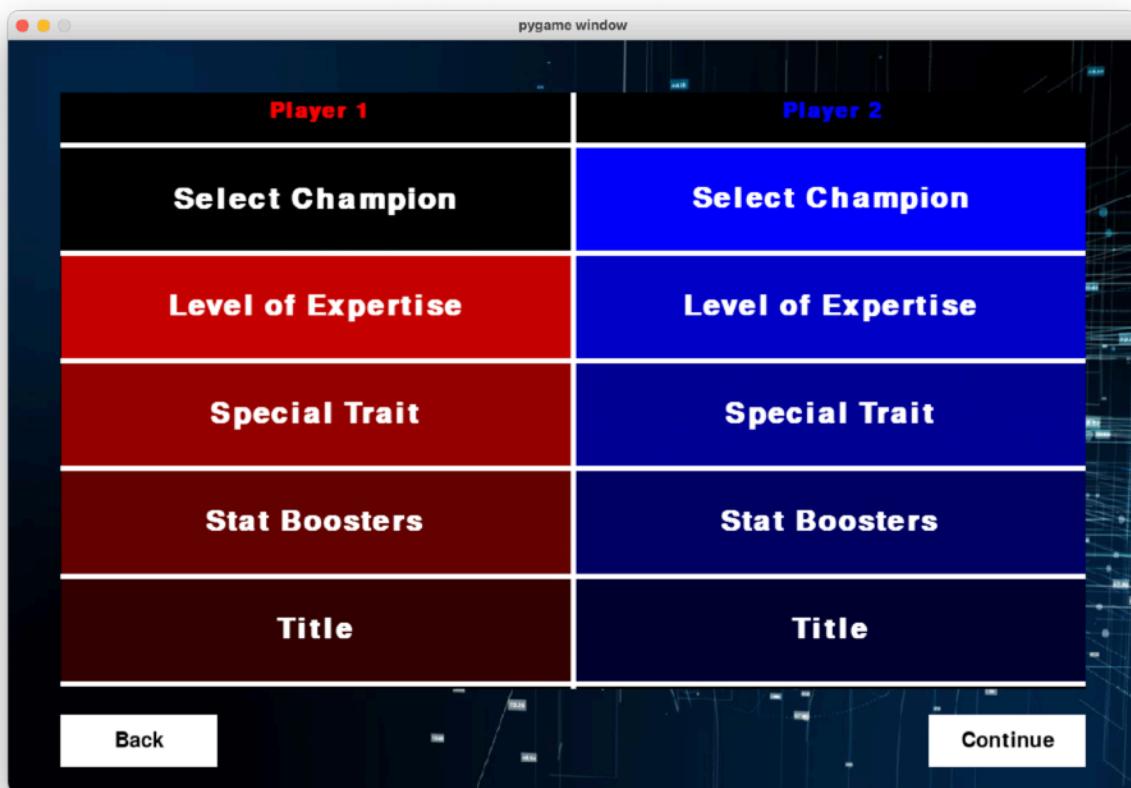
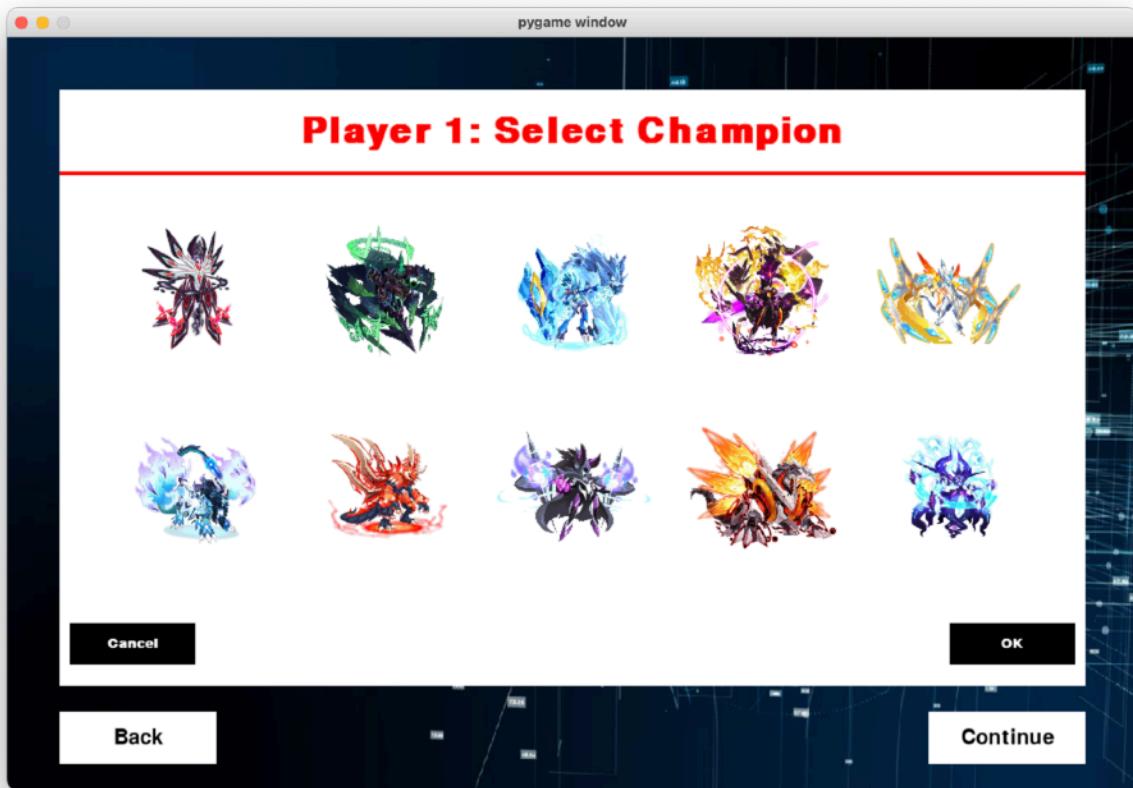


Main menu:

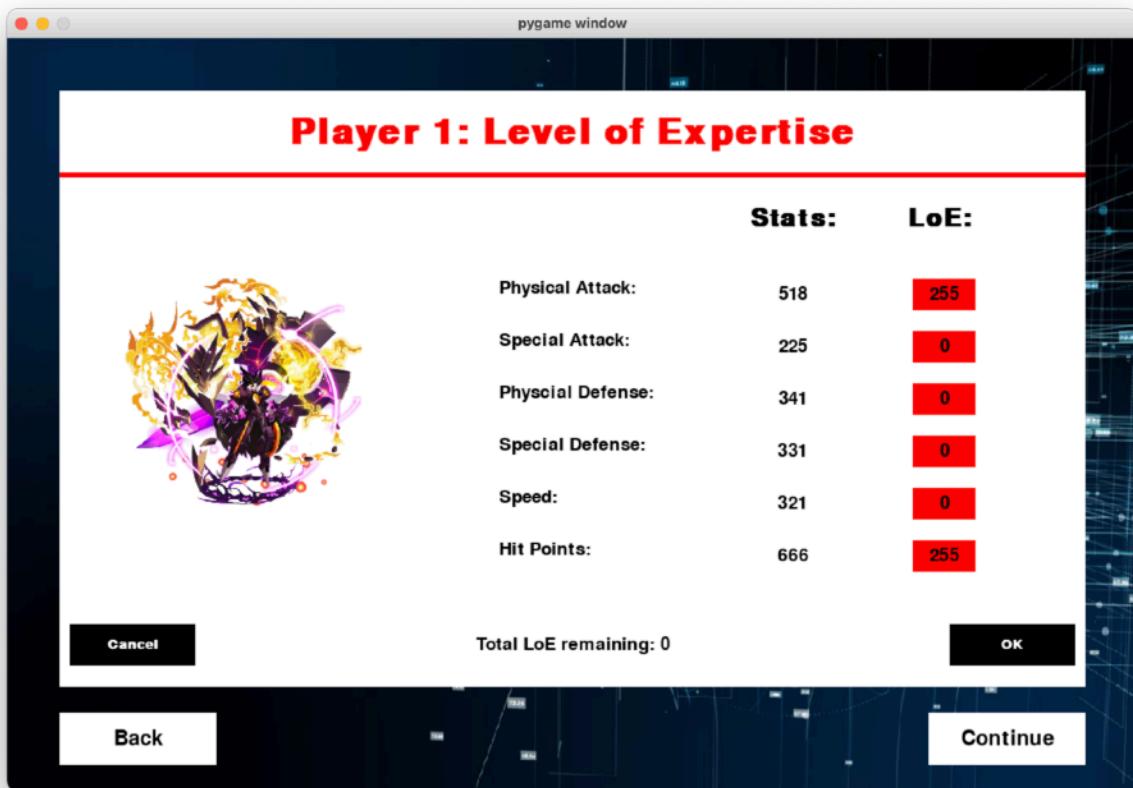


Champion selecting page:

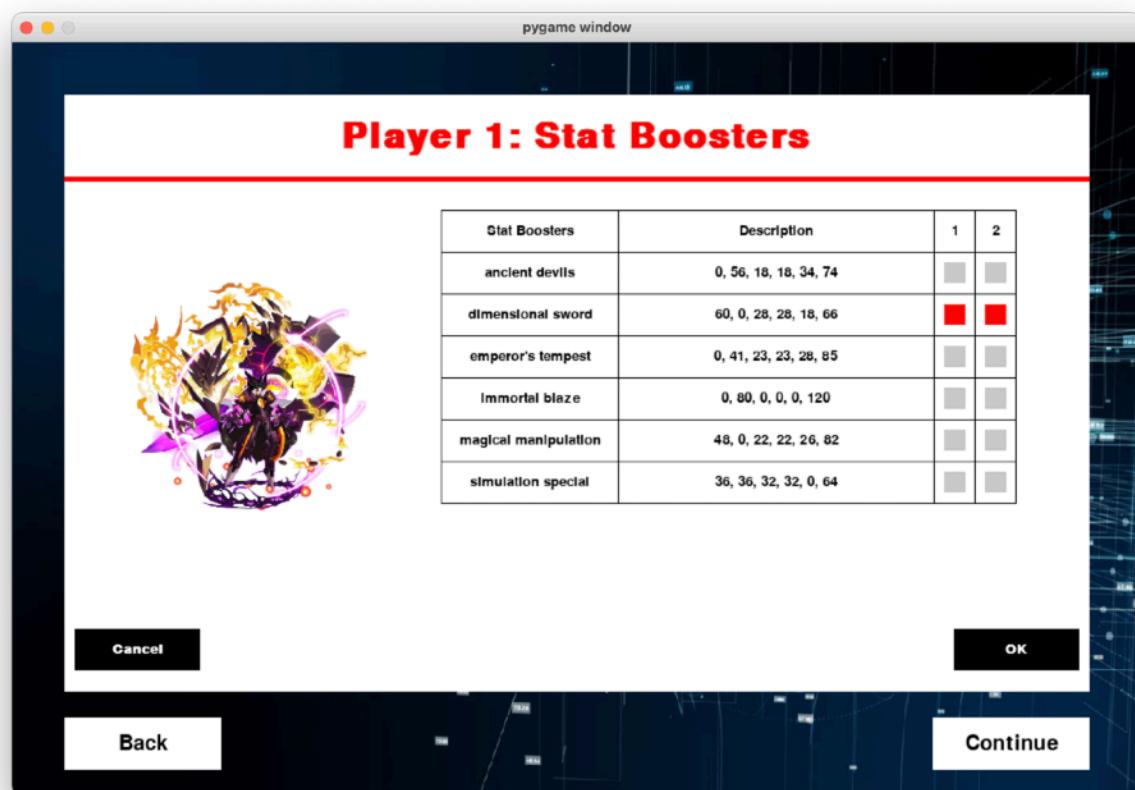
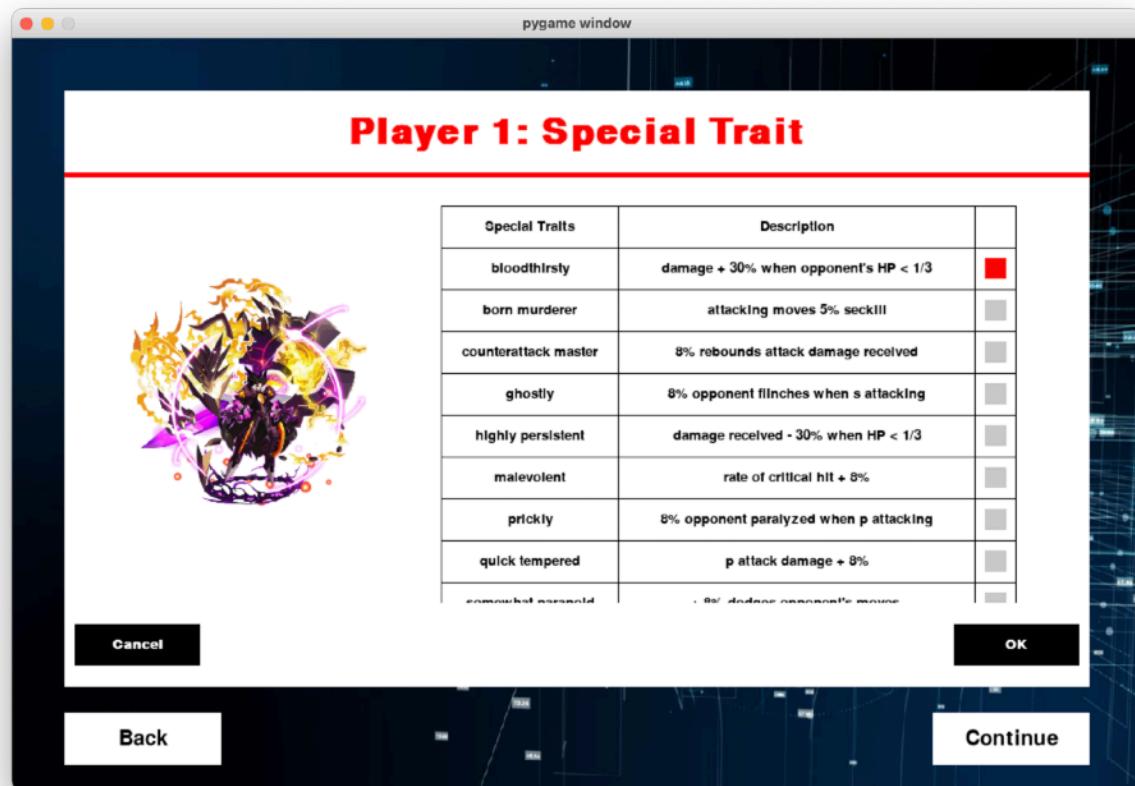


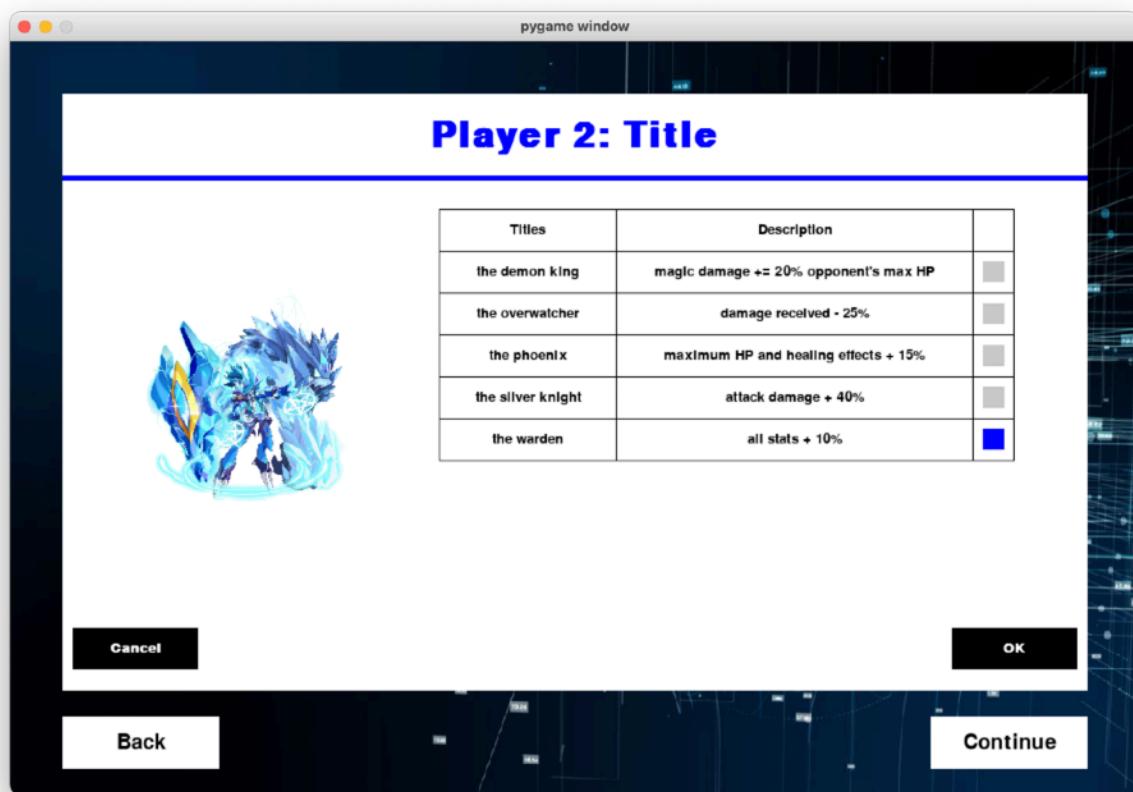


Text boxes for entering numbers:

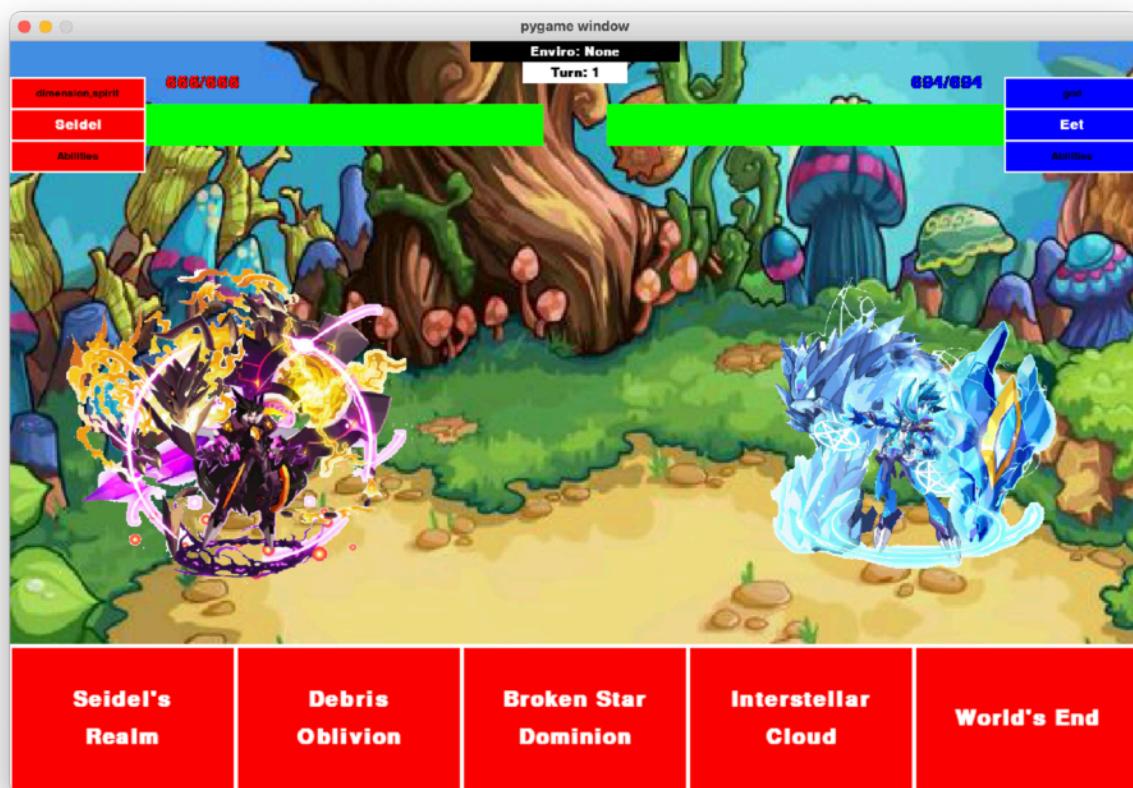


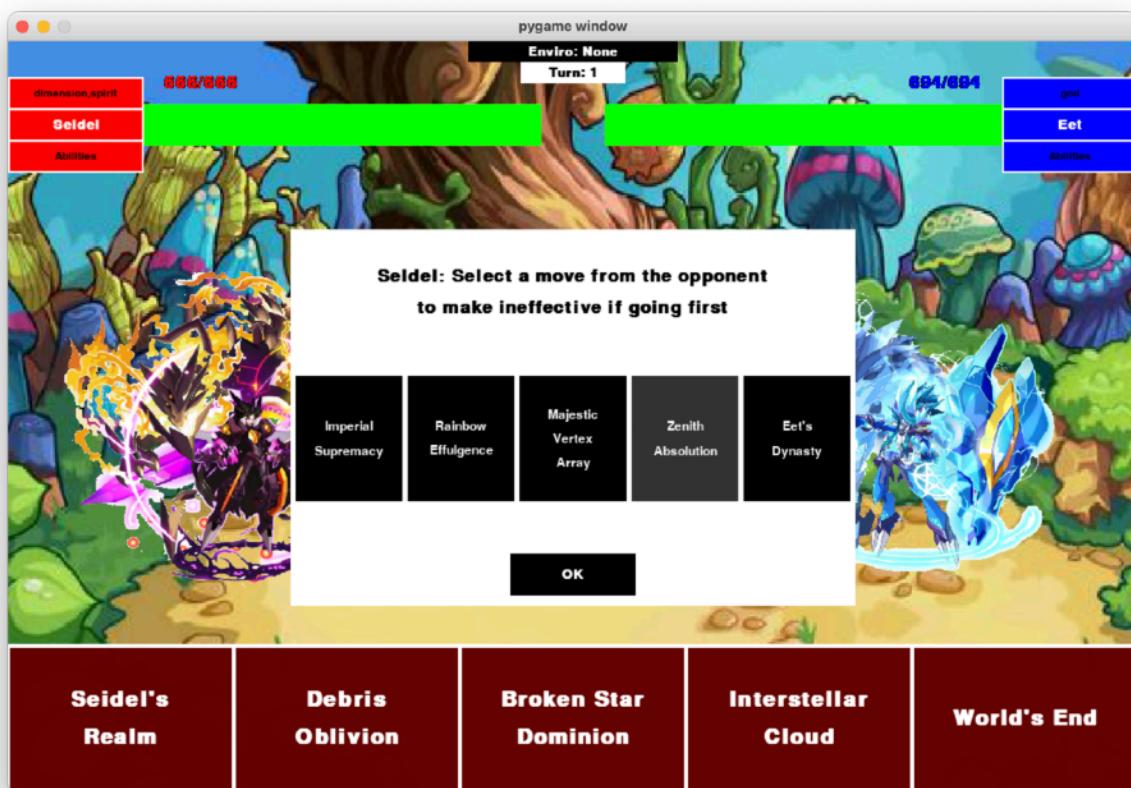
Scollable surfaces and checkboxes:



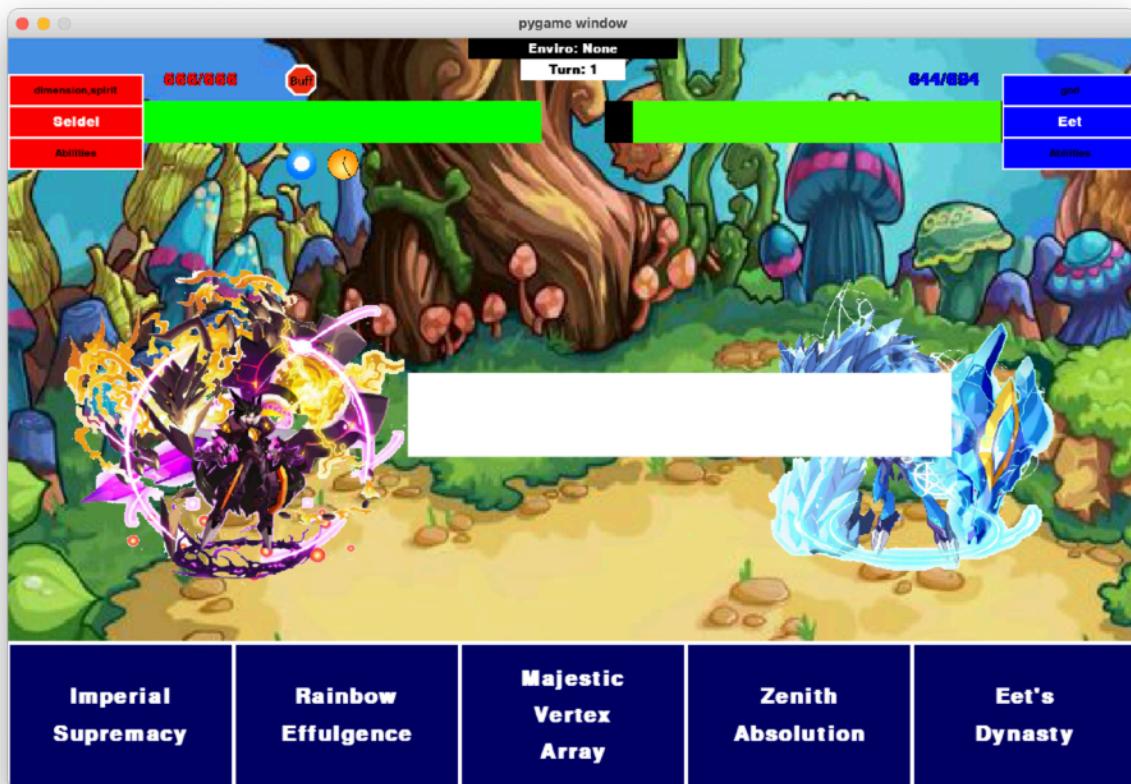


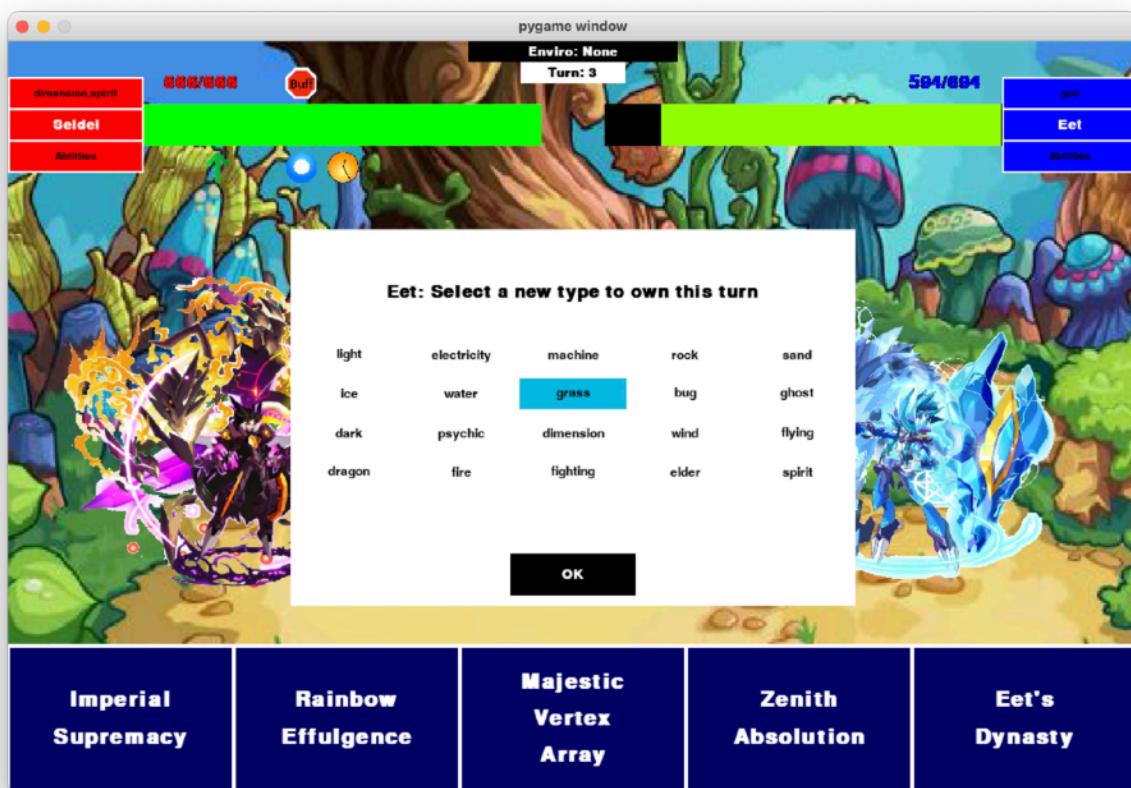
1V1 Battle:



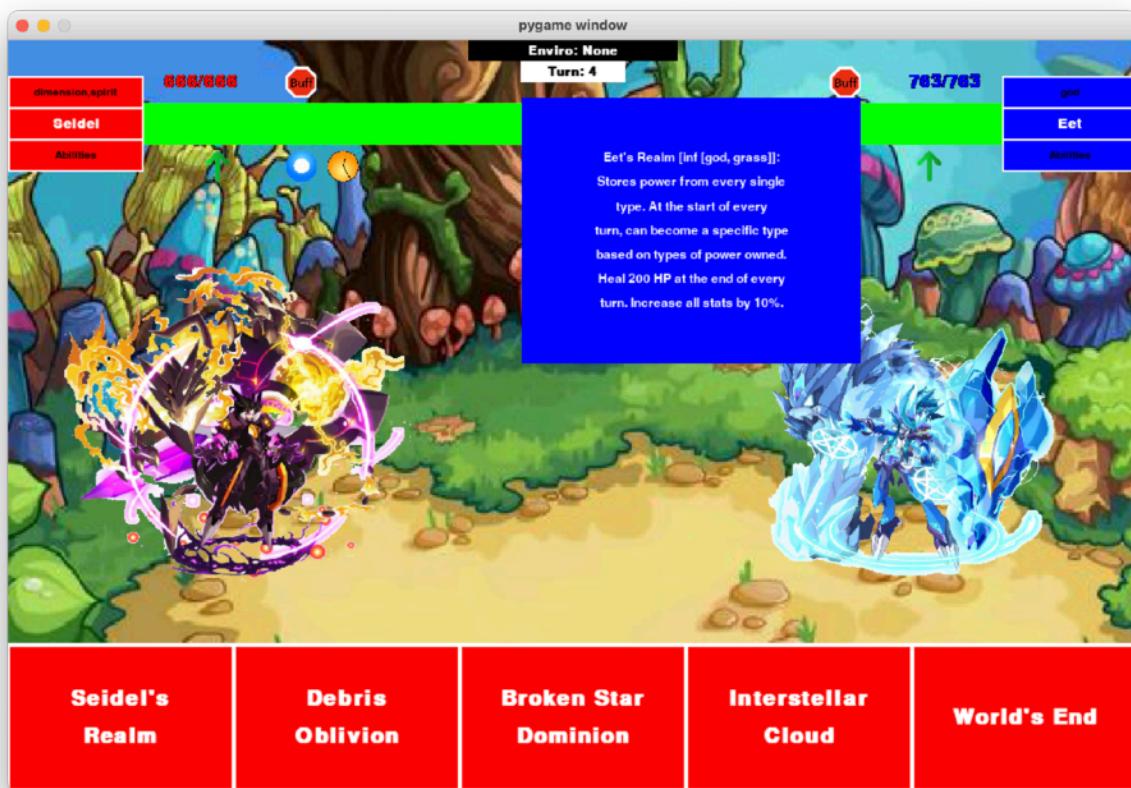


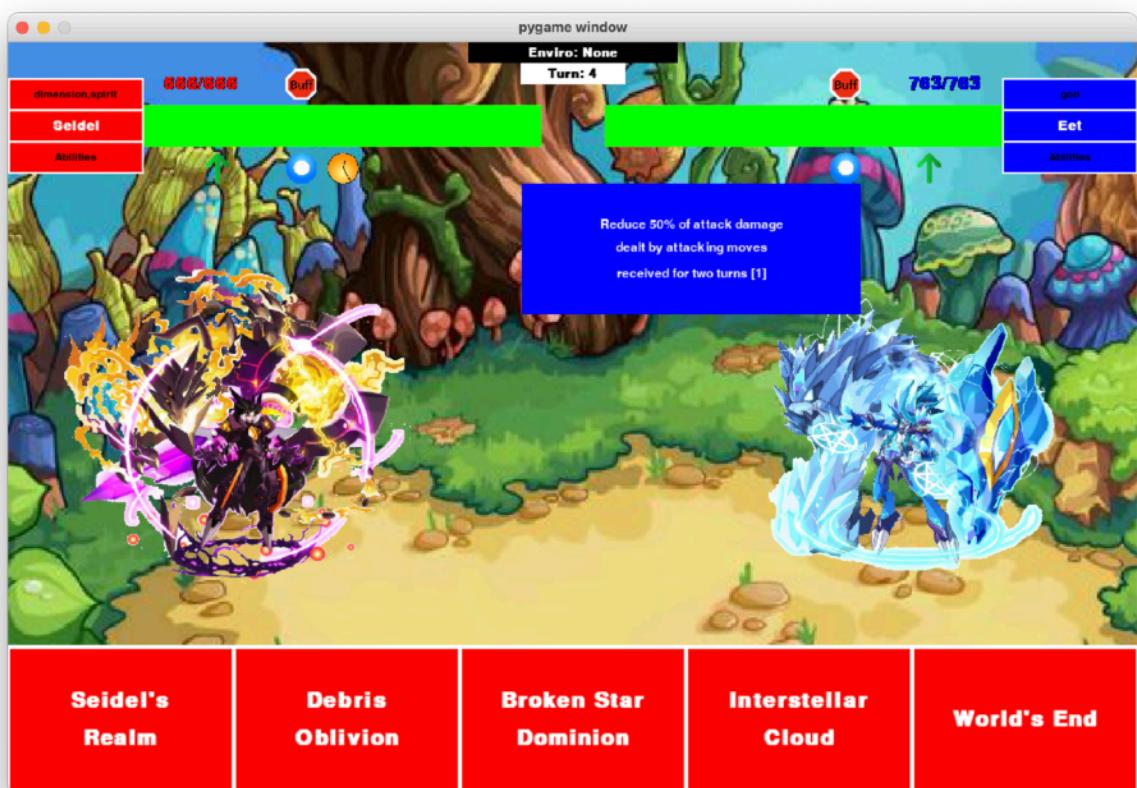
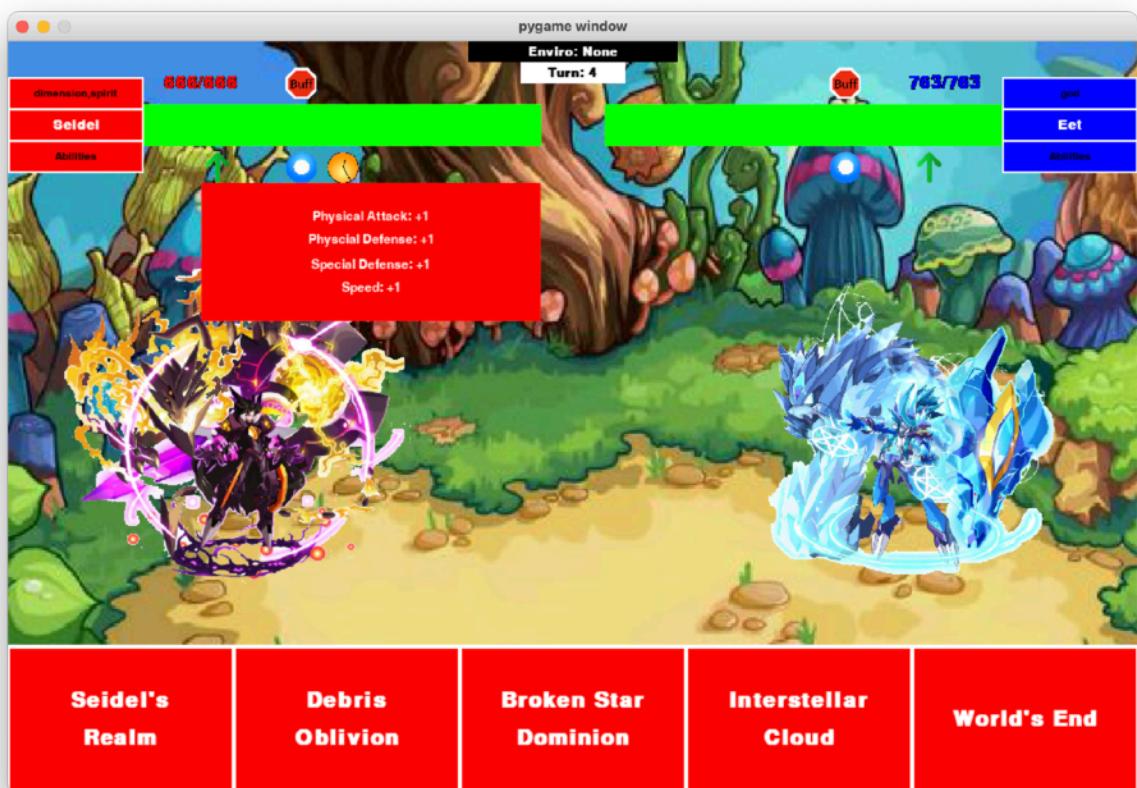
Special attack:

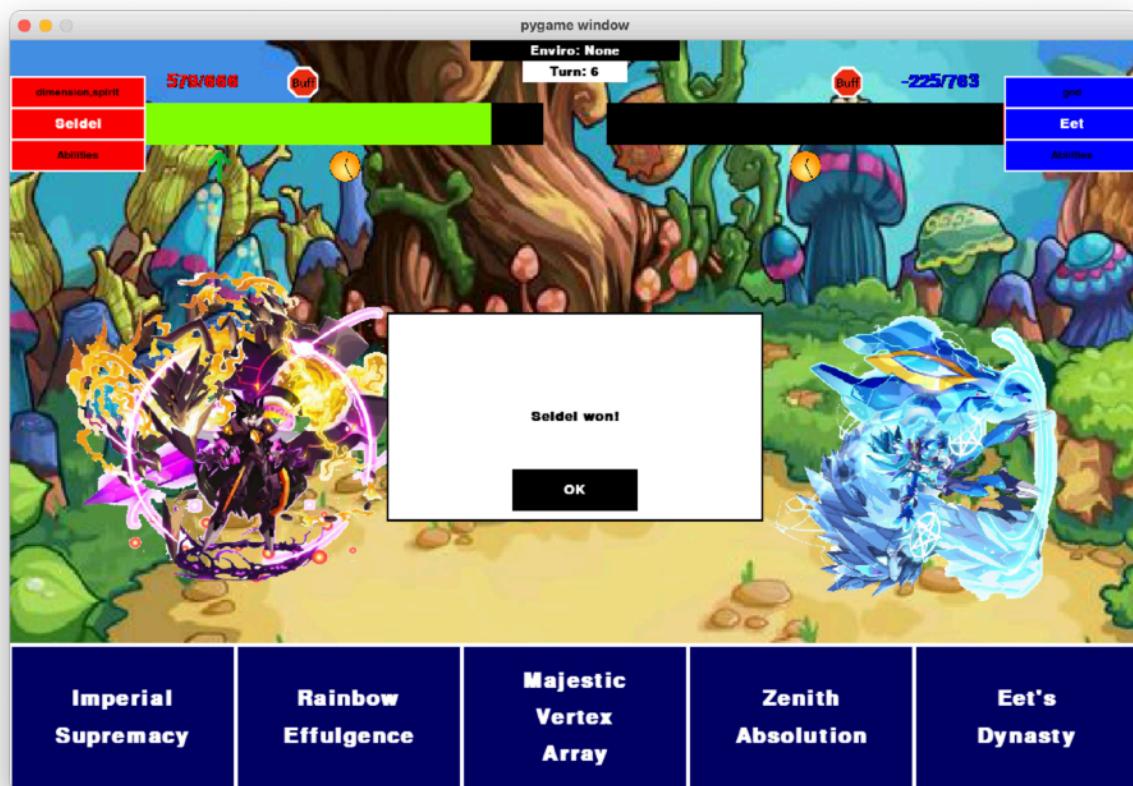
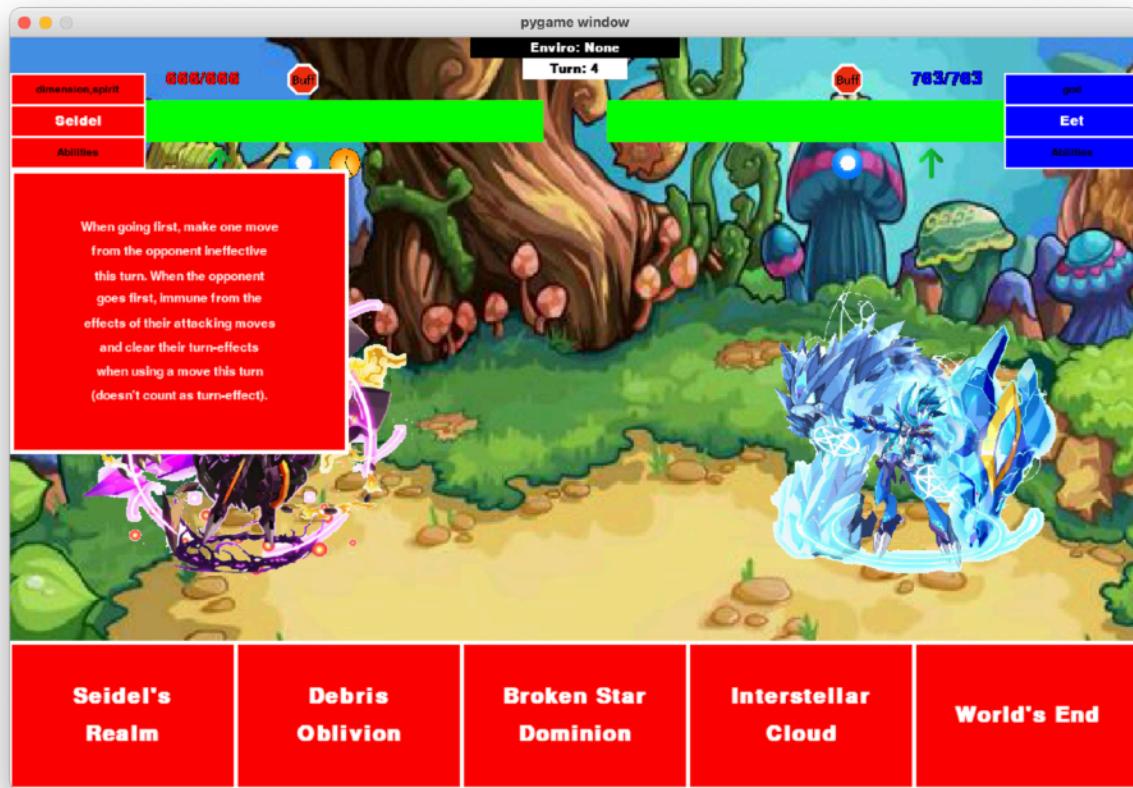




Checking battle status:



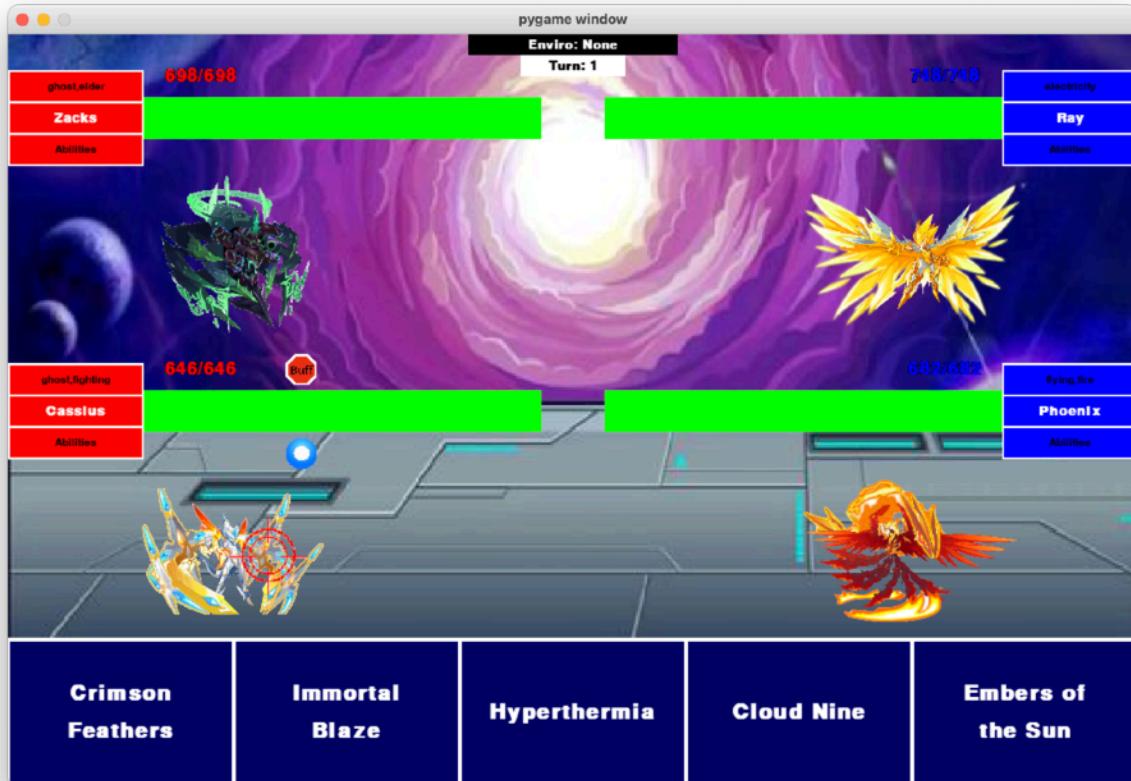




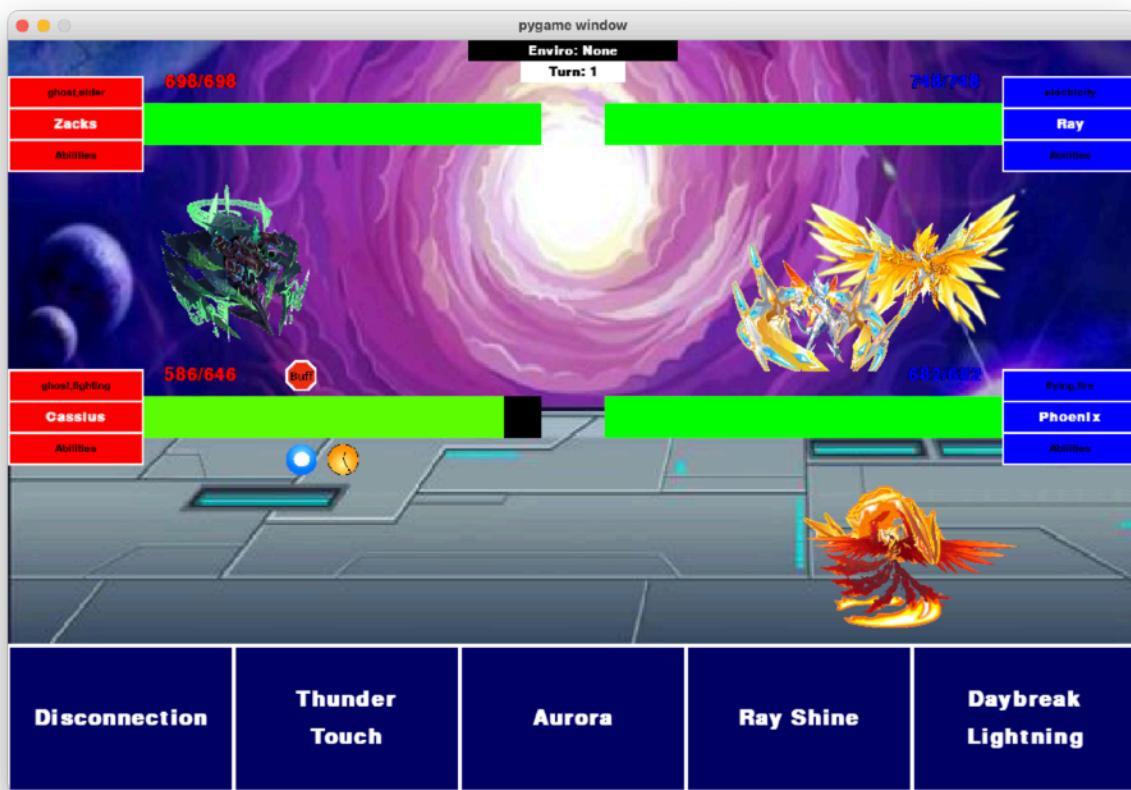
2V2 battle:



“Aiming” to select a target:



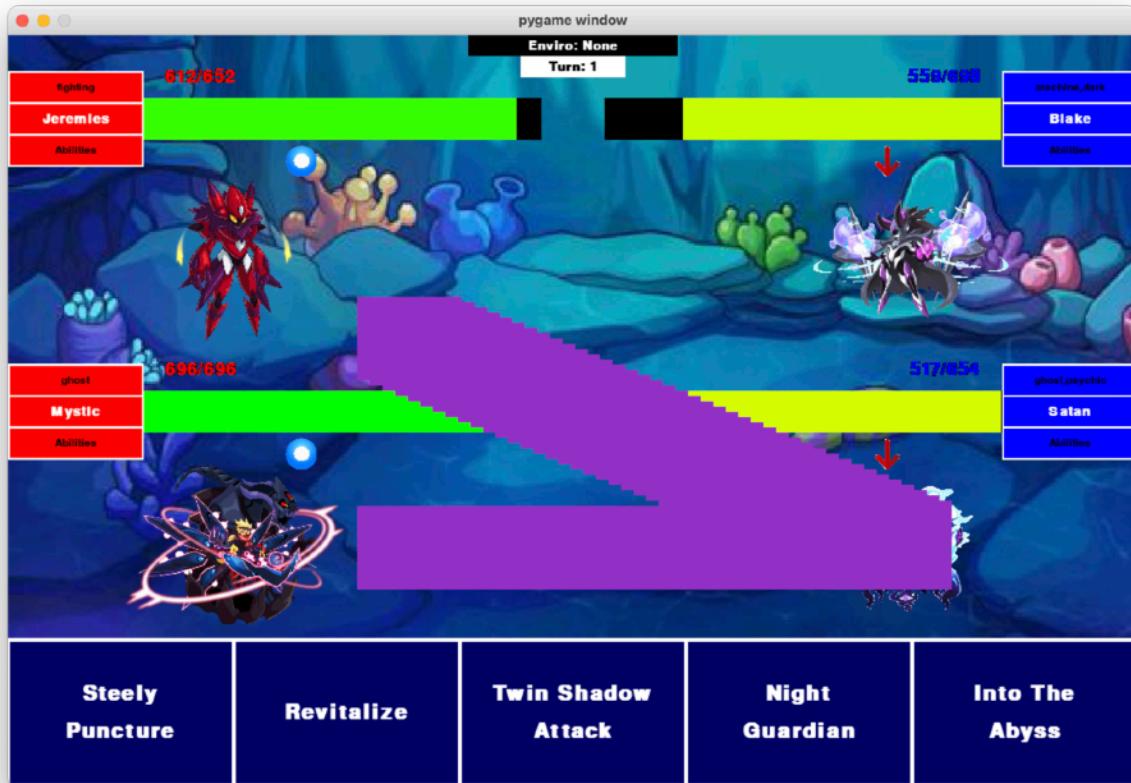
Physical attack (diagonally):



Scollable surfaces to view move description:



AOE special attack on both opponents:



Battle log:

```
Python 3.7.5 Shell
pygame 1.9.6
Hello from the pygame community. https://www.pygame.org/contribute.html
P1: Gaia
Stats: [470.75, 239.0, 307.0, 315.0, 359.0, 682]
Special trait: born murderer
Stat boosters: [48, 0, 22, 22, 26, 82][48, 0, 22, 22, 26, 82]
Title: the demon king

P2: Muse
Stats: [229.0, 474.5, 292.0, 288.0, 364.25, 715]
Special trait: thoroughly cunning
Stat boosters: [0, 80, 0, 0, 0, 120][0, 41, 23, 23, 28, 85]
Title: the silver knight

Turn: 1
Gaia used Fighting Spirit
Gaia lost 50 hp.
Muse used Wonderland
Muse lost 70 hp.
Gaia healed 50 hp. 1.0

Turn: 2
Muse used Psychic Chain
Muse lost 60 hp.
Muse dealt 1104 attack damage to Gaia. critical = False type: 2.0 increments: 0 0 percent multipliers: 0.480
0000000000000004 0.0 multipliers: 1.0 1.0 0.0

Gaia is defeated.

Gaia 0A stats:
total attacking times: 0
total attack damage dealt: 0
total magic damage applied: 0
total hp healed: 50
total attack damage received: 1104
total magic damage received: 0

Muse 1A stats:
total attacking times: 1
total attack damage dealt: 1104
total magic damage applied: 0
total hp healed: 0
total attack damage received: 0
total magic damage received: 0
maximum attack damage dealt: 1104

Muse won!
>>>
```

Ln: 237 Col: 4