**Program Name:**  Project 3: Fantasy Combat Game

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**Design Description:**

This is a Fantasy Combat Game that contains characters of Vampire, Barbarian, Blue Men, Medusa, and Harry Potter. The characters also have their own characteristics as well as special abilities.

Two characters will be chosen by the user and they will enter in combat with each other. Combat will consist of rounds of attacks and defenses until one player dies. Each round consists of consists of an attack die roll and a defend die roll from each player which determines how much damage is taken by the players.

Special abilities:

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| Character | Special Ability |
| Vampire | Charm: Vampires can charm an opponent into not attacking. For a given attack there is a 50% chance that their opponent does not actually attack them. |
| Barbarian | None |
| Blue Men | Mob: Blue Men are a swarm of small individuals. For every 4 points of damage, they lose one defense die. |
| Medusa | Glare: If a Medusa rolls a 12 when attacking then the target instantly gets turned into stone and Medusa wins! If Medusa uses Glare on Harry Potter on his first life, then Harry Potter comes back to life. |
| Harry Potter | Hogwarts: If Harry Potter's strength reaches 0 or below, he immediately recovers, and his total strength becomes 20. If he were to die again, then he’s dead. |

**Program Object-Oriented Design:**

Game

Main

2x Characters

Menu

Exit

Blue Men

Vampire

Medusa

Barbarian

Harry Potter

**Program Flow:**

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| **#** | **Description** | **Function/Object Call** |
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Each combat round:

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| **#** | **Description** | **Function/Object Call** |
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**Testing Plan**

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| **Test Case / Event** | **Expected Outcomes** | **Observed Outcomes** |
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**Project Reflection**

Problems encountered:

Changes Made During Implementation

Conclusion