Dungeon Survival Game

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CSC 5 – 48101

Fall 2016

Introduction:

Selecting a strong hero, running through fields infested with strong warriors, powering up/strengthening your attributes, and reaping great rewards is the dream layout of any fanatic's fantasy adventure. With this in mind, I tried to capture all of these elements in a simple Dungeon-style game, utilizing much of the C++ knowledge I gained this semester. The game includes a game menu that runs the actual game with 5 unique and interactive submenus.

How to play:

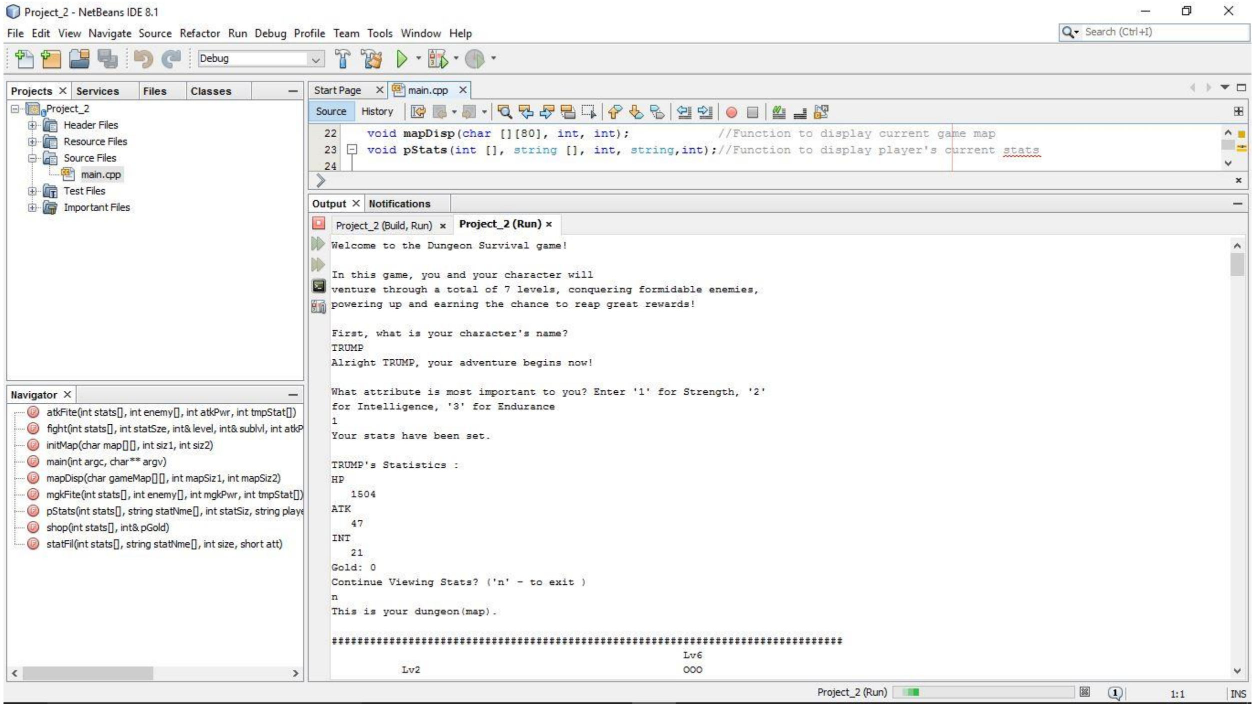
This game is extremely user friendly and easy to learn.

1. Enter your character's name for the entirety of the game.
2. Select 1 of 3 attributes:
    - Strength – Attack Power Based (Less risk; medium power range)
    - Intelligence – Magic Power Based (Higher risk; large power range)
    - Endurance – HP focused (Medium risk; varying power range)
3. The game will display your game map which shows all 7 levels of the dungeon, along with the sublevels right beneath, then it will display your character's randomly assigned statistics, which are based on the attribute you previously selected.
4. The game will then present you with the menu and 5 submenus.
    - Game Map – Display's Dungeon map and all completed sublevels (X's for complete and O's for incomplete).
    - Player's Stats – Display's Player's current statistics in HP, ATK and INT, and also displays the Player's total gold.
    - The Dungeon – Enters the player into the dungeon on whichever level and sublevel they are currently at (At the start the player will of course be at Level 1 Sublevel 1). Each sublevel has a unique enemy to fight and the next sublevel cannot be reached until the enemy is defeated. The player must take the enemy's HP down to 0 or less without their own HP falling to 0 or less to defeat the enemy. The player will choose how to attack each turn; either with attack power or magic power. If all levels and sublevels are complete, the game ends and the Victory screen is achieved.
    - The Shop – Enters player into the shop where 9 different power buffs can be purchased with gold, which is earned in the dungeon.
    - Quit Game – Allows the user to quit their current game; all data is lost and no victory screen is achieved.

Flowchart w/Pseudo-Code:

Constructs/Concepts:

See the Game: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Project_2 (Run)
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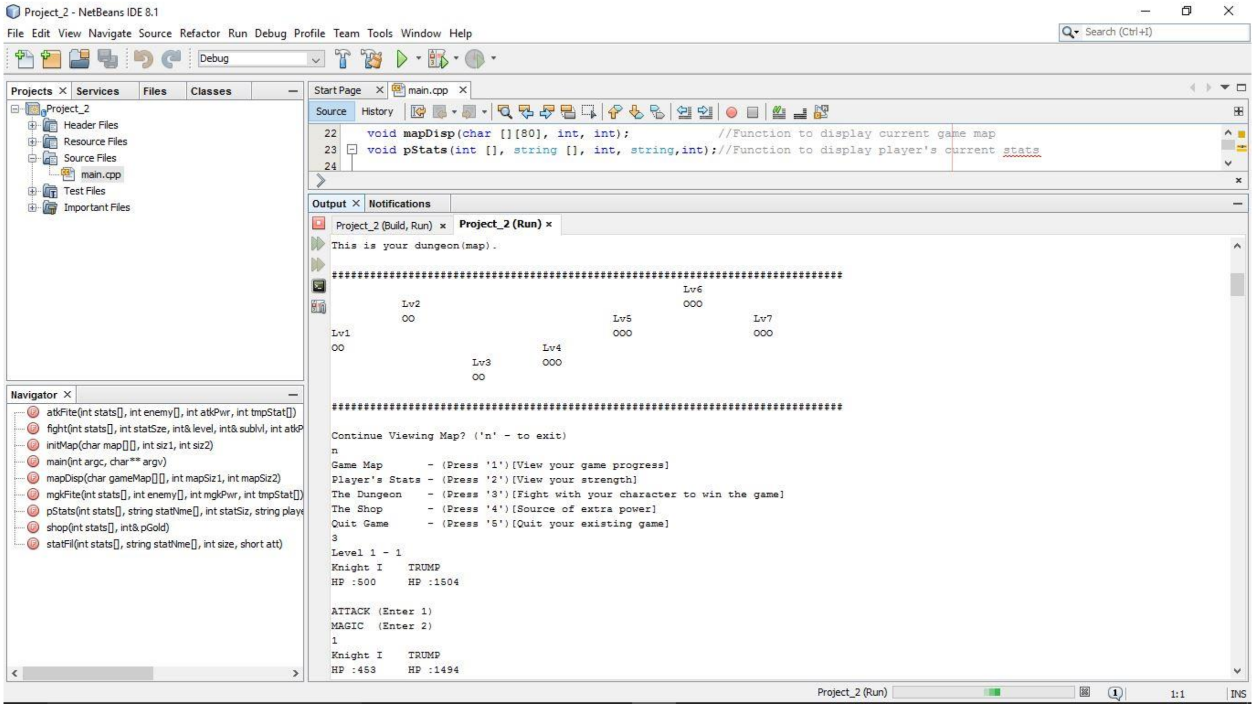
INS

```
    void mapDisp(char [][80], int, int);          //Function to display current game map
    void pStats(int [], string [], int, string,int);//Function to display player's current stats
```

```
Welcome to the Dungeon Survival game!

In this game, you and your character will
venture through a total of 7 levels, conquering formidable enemies,
powering up and earning the chance to reap great rewards!

First, what is your character's name?
TRUMP
Alright TRUMP, your adventure begins now!

What attribute is most important to you? Enter '1' for Strength, '2'
for Intelligence, '3' for Endurance
1
Your stats have been set.

TRUMP's Statistics :
HP
   1504
ATK
   47
INT
   21
Gold: 0
Continue Viewing Stats? ('n' - to exit )
n
This is your dungeon(map).

################################################################################
                                                       Lv6
           Lv2                                         OOO
```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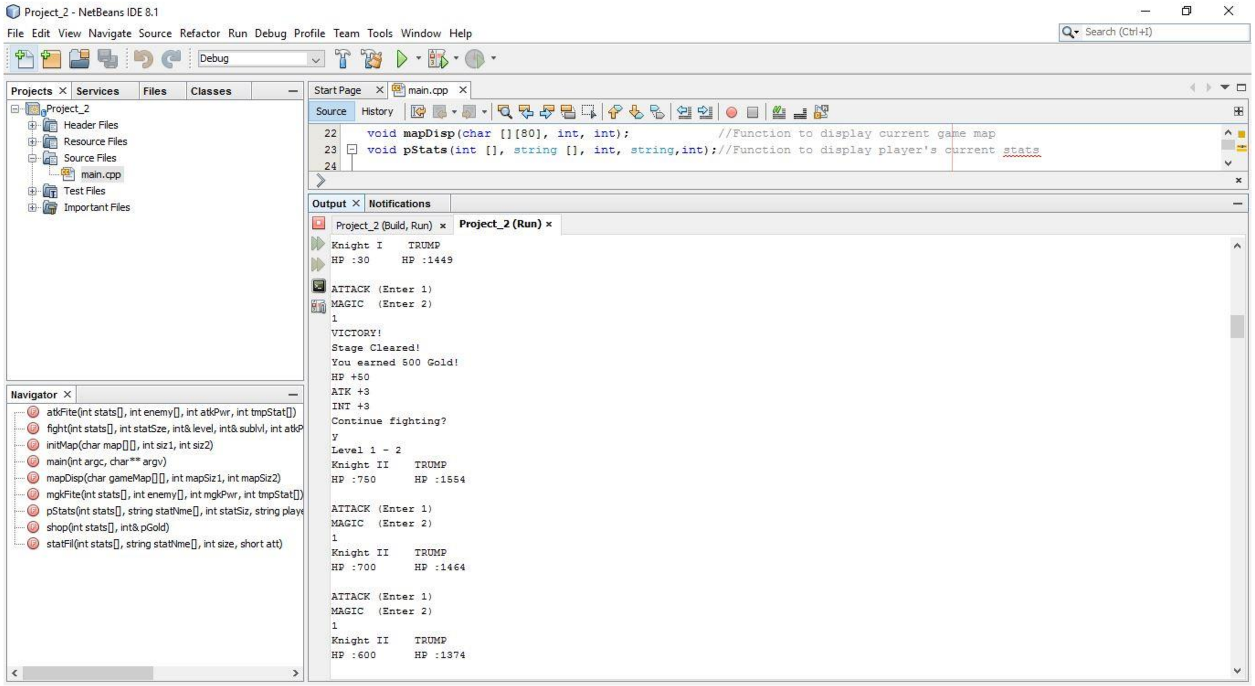
```
This is your dungeon(map).

################################################################################
                                                       Lv6
           Lv2                                         OOO
           OO                               Lv5                  Lv7
Lv1                                         OOO                  OOO
OO                               Lv4
                      Lv3        OOO
                      OO


################################################################################

Continue Viewing Map? ('n' - to exit)
n
Game Map       - (Press '1')[View your game progress]
Player's Stats - (Press '2')[View your strength]
The Dungeon    - (Press '3')[Fight with your character to win the game]
The Shop       - (Press '4')[Source of extra power]
Quit Game      - (Press '5')[Quit your existing game]
3
Level 1 - 1
Knight I    TRUMP
HP :500     HP :1504

ATTACK (Enter 1)
MAGIC  (Enter 2)
1
Knight I    TRUMP
HP :453     HP :1494
```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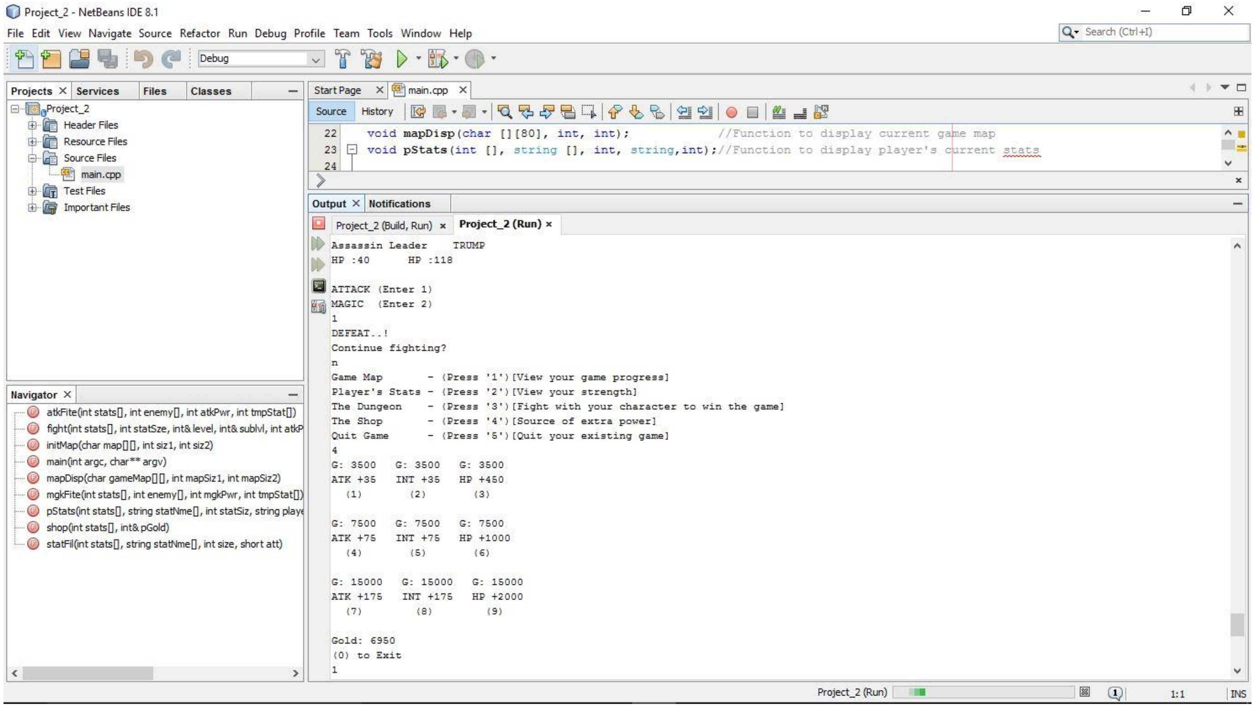
shop(int stats[], int& pGold)
statFil(int stats[], string statNme[], int size, short att)
```

```
Knight I    TRUMP
HP :30     HP :1449

ATTACK (Enter 1)
MAGIC  (Enter 2)
1
VICTORY!
Stage Cleared!
You earned 500 Gold!
HP +50
ATK +3
INT +3
Continue fighting?
y
Level 1 - 2
Knight II    TRUMP
HP :750      HP :1554

ATTACK (Enter 1)
MAGIC  (Enter 2)
1
Knight II    TRUMP
HP :700      HP :1464

ATTACK (Enter 1)
MAGIC  (Enter 2)
1
Knight II    TRUMP
HP :600      HP :1374
```



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shop(int stats[], int& pGold)
statFil(int stats[], string statNme[], int size, short att)
```

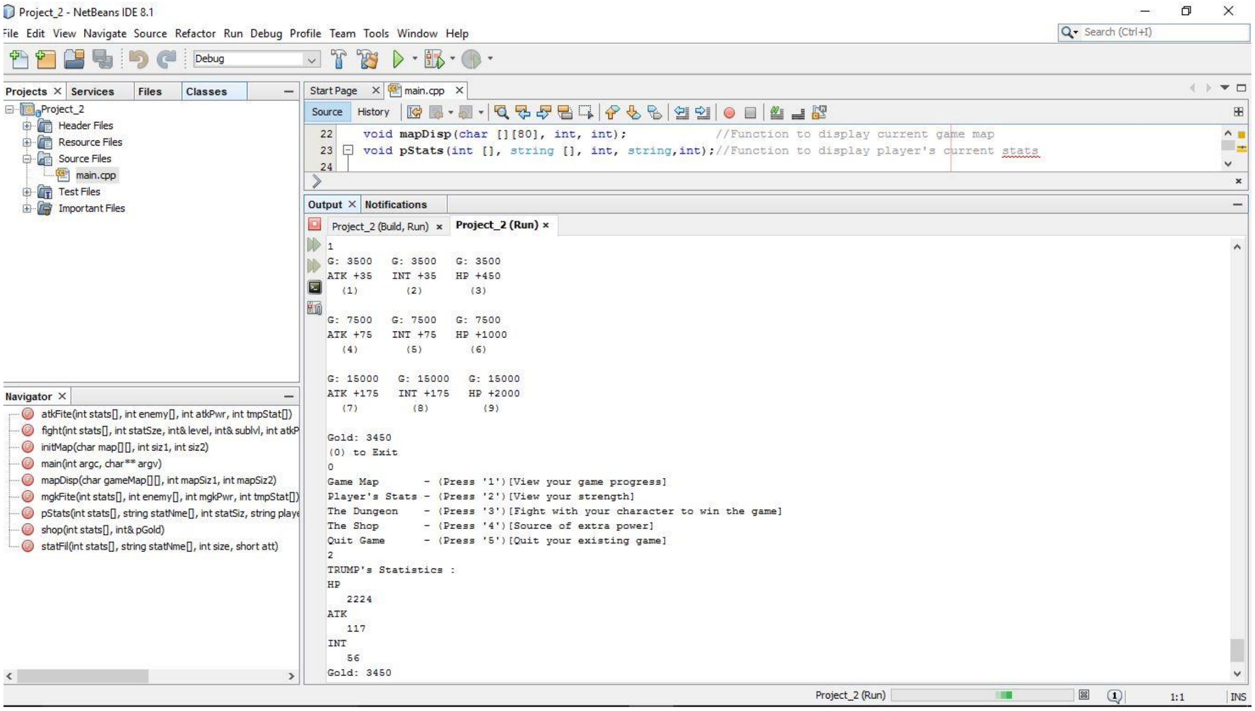
```
Assassin Leader    TRUMP
HP :40      HP :118

ATTACK (Enter 1)
MAGIC  (Enter 2)
1
DEFEAT..!
Continue fighting?
n
Game Map       - (Press '1')[View your game progress]
Player's Stats - (Press '2')[View your strength]
The Dungeon    - (Press '3')[Fight with your character to win the game]
The Shop       - (Press '4')[Source of extra power]
Quit Game      - (Press '5')[Quit your existing game]
4
G: 3500   G: 3500   G: 3500
ATK +35   INT +35   HP +450
  (1)       (2)       (3)

G: 7500   G: 7500   G: 7500
ATK +75   INT +75   HP +1000
  (4)       (5)       (6)

G: 15000   G: 15000   G: 15000
ATK +175   INT +175   HP +2000
  (7)        (8)        (9)

Gold: 6950
(0) to Exit
1
```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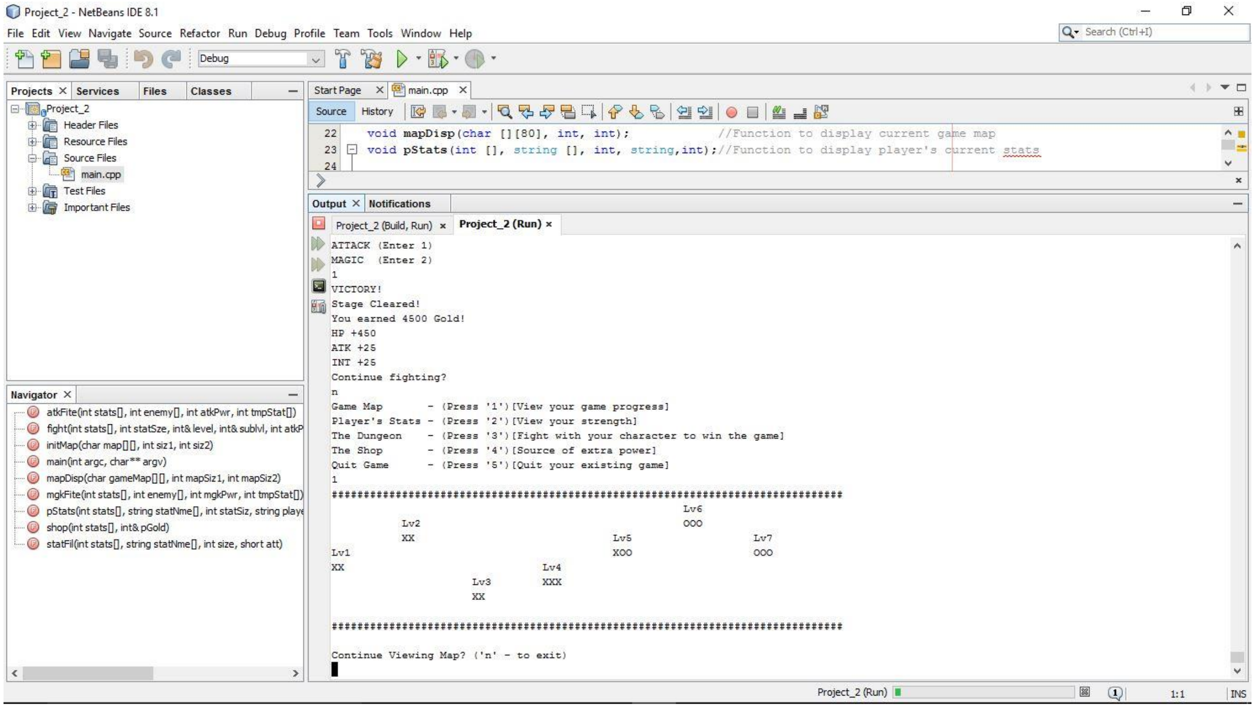
```
1
G: 3500   G: 3500   G: 3500
ATK +35   INT +35   HP +450
  (1)       (2)       (3)

G: 7500   G: 7500   G: 7500
ATK +75   INT +75   HP +1000
  (4)       (5)       (6)

G: 15000   G: 15000   G: 15000
ATK +175   INT +175   HP +2000
  (7)        (8)        (9)

Gold: 3450
(0) to Exit
0
Game Map       - (Press '1')[View your game progress]
Player's Stats - (Press '2')[View your strength]
The Dungeon    - (Press '3')[Fight with your character to win the game]
The Shop       - (Press '4')[Source of extra power]
Quit Game      - (Press '5')[Quit your existing game]
2
TRUMP's Statistics :
HP
   2224
ATK
   117
INT
   56
Gold: 3450
```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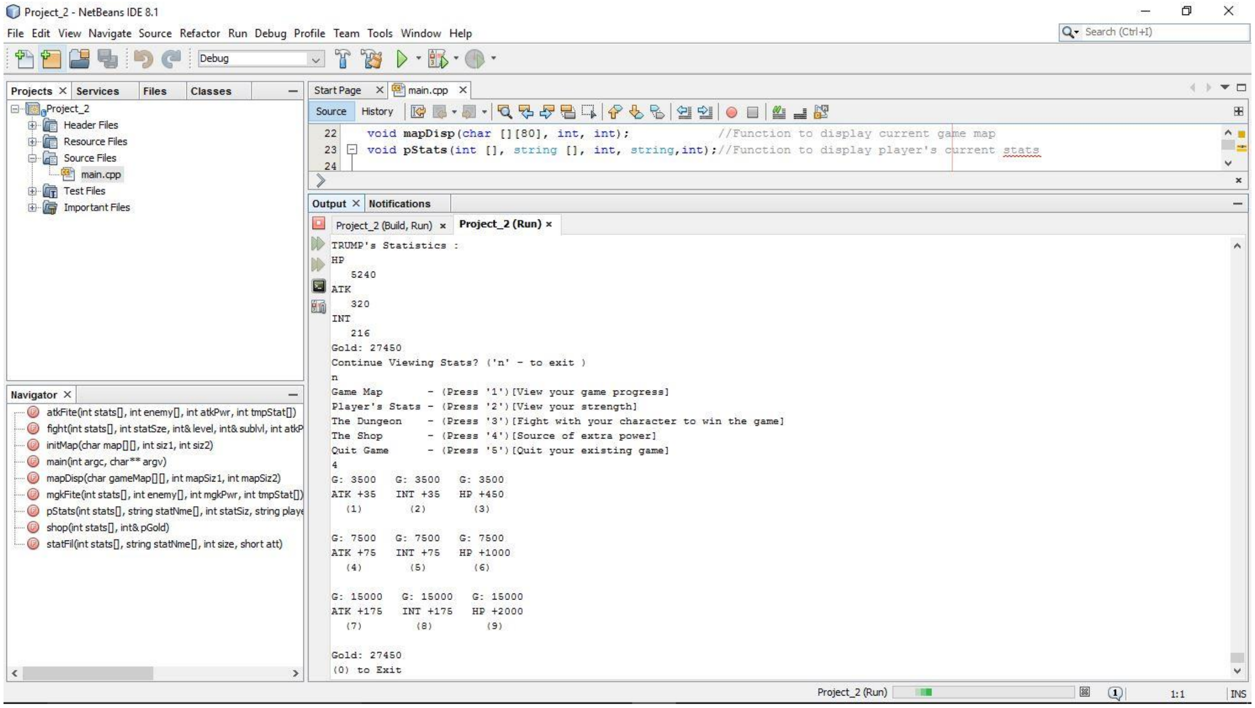
```

```
ATTACK (Enter 1)
MAGIC  (Enter 2)
1
VICTORY!
Stage Cleared!
You earned 4500 Gold!
HP +450
ATK +25
INT +25
Continue fighting?
n
Game Map       - (Press '1')[View your game progress]
Player's Stats - (Press '2')[View your strength]
The Dungeon    - (Press '3')[Fight with your character to win the game]
The Shop       - (Press '4')[Source of extra power]
Quit Game      - (Press '5')[Quit your existing game]
1
################################################################################
                                                       Lv6
           Lv2                                         OOO
           XX                               Lv5                    Lv7
Lv1                                         XOO                    OOO
XX                               Lv4
                      Lv3        XXX
                      XX

################################################################################

Continue Viewing Map? ('n' - to exit)
```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```
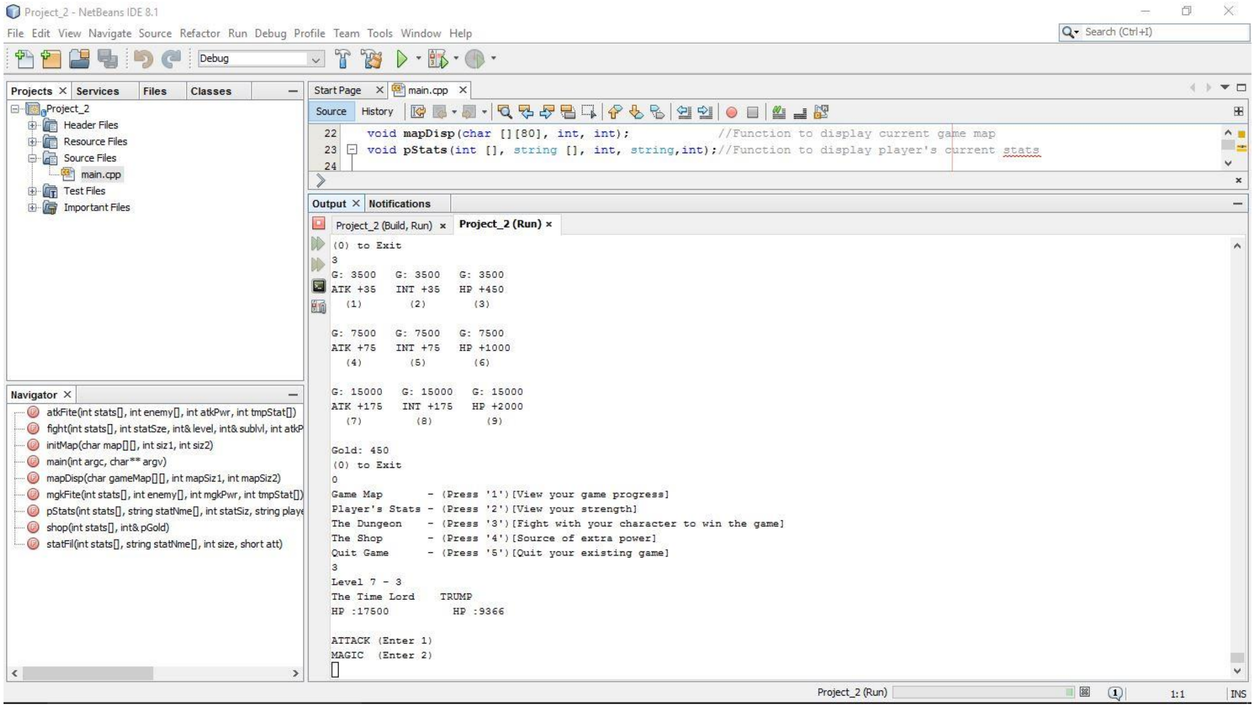

```
TRUMP's Statistics :
HP
   5240
ATK
   320
INT
   216
Gold: 27450
Continue Viewing Stats? ('n' - to exit )
n
Game Map       - (Press '1')[View your game progress]
Player's Stats - (Press '2')[View your strength]
The Dungeon    - (Press '3')[Fight with your character to win the game]
The Shop       - (Press '4')[Source of extra power]
Quit Game      - (Press '5')[Quit your existing game]
4
G: 3500   G: 3500   G: 3500
ATK +35   INT +35   HP +450
  (1)       (2)       (3)

G: 7500   G: 7500   G: 7500
ATK +75   INT +75   HP +1000
  (4)       (5)       (6)

G: 15000   G: 15000   G: 15000
ATK +175   INT +175   HP +2000
  (7)        (8)        (9)

Gold: 27450
(0) to Exit
```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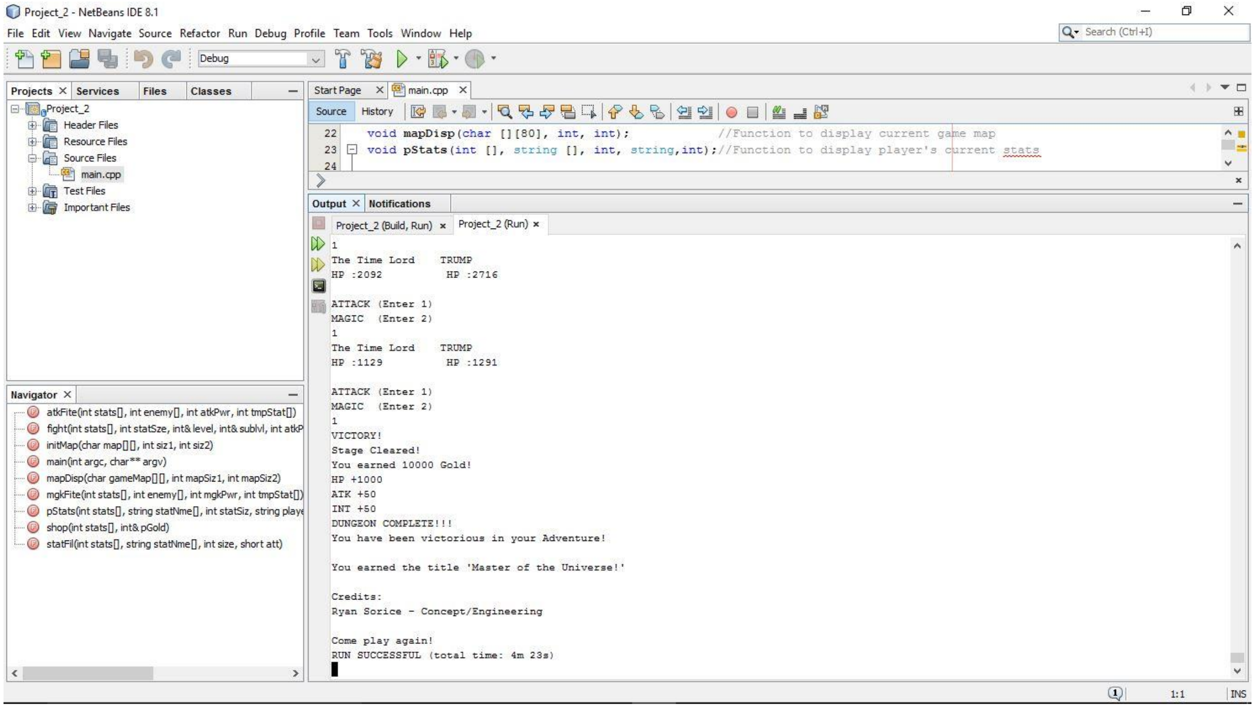
```
(0) to Exit
3
G: 3500   G: 3500   G: 3500
ATK +35   INT +35   HP +450
  (1)       (2)       (3)

G: 7500   G: 7500   G: 7500
ATK +75   INT +75   HP +1000
  (4)       (5)       (6)

G: 15000   G: 15000   G: 15000
ATK +175   INT +175   HP +2000
  (7)        (8)        (9)

Gold: 450
(0) to Exit
0
Game Map       - (Press '1')[View your game progress]
Player's Stats - (Press '2')[View your strength]
The Dungeon    - (Press '3')[Fight with your character to win the game]
The Shop       - (Press '4')[Source of extra power]
Quit Game      - (Press '5')[Quit your existing game]
3
Level 7 - 3
The Time Lord    TRUMP
HP :17500          HP :9366

ATTACK (Enter 1)
MAGIC  (Enter 2)
```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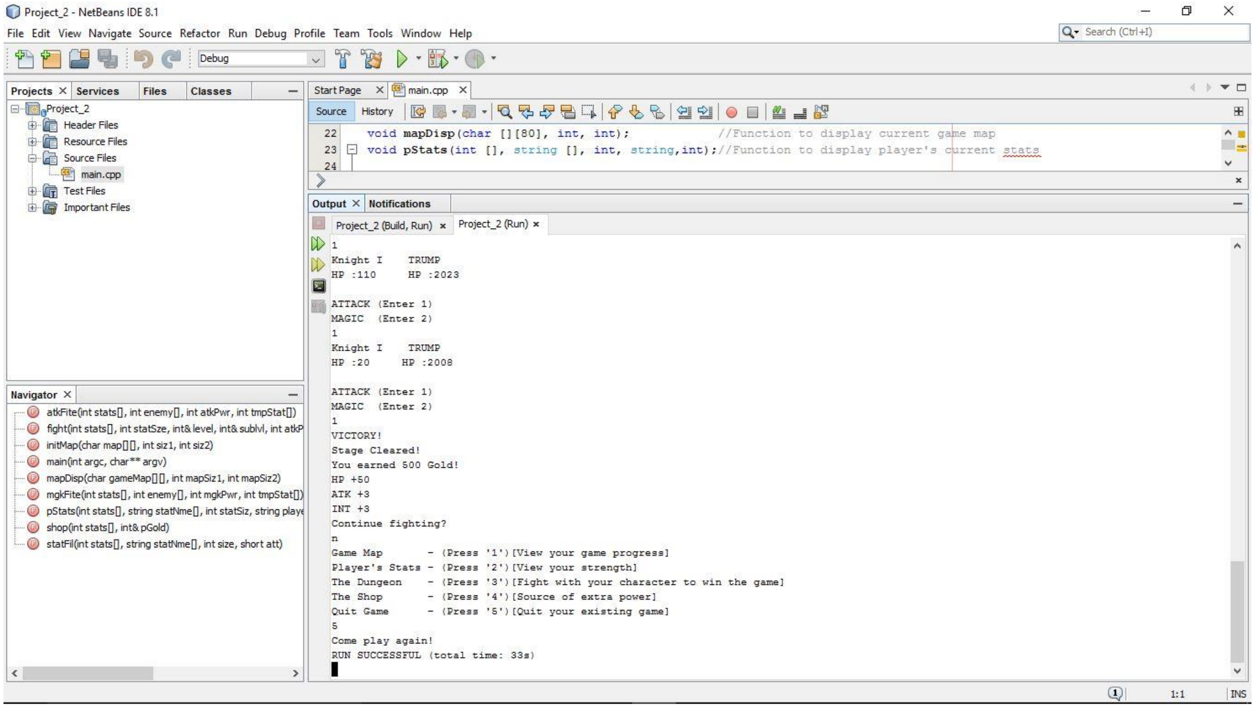
```
1
The Time Lord    TRUMP
HP :2092          HP :2716

ATTACK (Enter 1)
MAGIC  (Enter 2)
1
The Time Lord    TRUMP
HP :1129          HP :1291

ATTACK (Enter 1)
MAGIC  (Enter 2)
1
VICTORY!
Stage Cleared!
You earned 10000 Gold!
HP +1000
ATK +50
INT +50
DUNGEON COMPLETE!!!
You have been victorious in your Adventure!

You earned the title 'Master of the Universe!'

Credits:
Ryan Sorice - Concept/Engineering

Come play again!
RUN SUCCESSFUL (total time: 4m 23s)
```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```

```
1
Knight I    TRUMP
HP :110     HP :2023

ATTACK (Enter 1)
MAGIC  (Enter 2)
1
Knight I    TRUMP
HP :20     HP :2008

ATTACK (Enter 1)
MAGIC  (Enter 2)
1
VICTORY!
Stage Cleared!
You earned 500 Gold!
HP +50
ATK +3
INT +3
Continue fighting?
n
Game Map       - (Press '1')[View your game progress]
Player's Stats - (Press '2')[View your strength]
The Dungeon    - (Press '3')[Fight with your character to win the game]
The Shop       - (Press '4')[Source of extra power]
Quit Game      - (Press '5')[Quit your existing game]
5
Come play again!
RUN SUCCESSFUL (total time: 33s)
```

References:

- Lecture + Lab with Dr. Lehr
- “Problem Solving with C++ Seventh Edition” – Walter Savitch [Textbook]

The Code:

```
/*File:main
                 * Author: Ryan Sorice
                 * Created on 4 December 2016 11:23 AM
                 * Purpose: Dungeon Survival Game
                 */
                //System Libraries
                #include <string>                   //Library for strings/string arrays
                #include <iostream>                 //Library for inputs and outputs
                #include <ctime>                    //Time library for random numbers
                #include <cstdlib>                  //Library for random numbers
                using namespace std;                //Name-space in system libraries
                //User Libraries
                //Global Variables
                //Function Prototypes
                void statFil(int [], string[], int, short);     //Function to fill player's initial statistics
                void initMap(char[][80], int, int);             //Function to create/fill initial game map
                void mapDisp(char [][80], int, int);            //Function to display current game map
                void pStats(int [], string [], int, string,int);//Function to display player's current stats
                //Function to play in the Dungeon (the mode to complete the game)
                void fight(int [], int, int &, int &, int, int, char[][80], string, int &, bool &);
                void shop(int[], int &);                        //Function to display/access game shop
                void mgkFite(int [], int[], int, int[]);        //Function to fight with magic power
                void atkFite(int [], int[], int, int[]);        //Function to fight with attack power
                //Execution begins here
                int main(int argc, char** argv) {
                  //Random
                  number
                  seed
                                   srand(static_cast<unsigned int>(time(0)));

                                   //Declaration/Initiation of variables
                                   int const STATSZE=3,MAPSIZ1=10,MAPSIZ2=80;                      //Array sizes (map sizes, stat size)
                                   string player,                                                  //String for player's name
                                          statNam[STATSZE];                                        //String array for stat names
                                   int stats[STATSZE],                                             //Int array for player's stats
                                       menuItm,                                                    //Int to control game menu
                                       gold=0,                                                     //Int for player's gold
                                       level=1,sublvl=1,                                           //Ints for level/sublevel
                                       atkPwr=1.5,mgkPwr=5.0;                                      //Ints for magic and attack powers
                                   short attrib;                                                   //Short for attribute value
                                   char map[MAPSIZ1][MAPSIZ2];                                     //Character array for game map
                                   bool victory=false,exit=false;                                  //Booleans to control the game ending

                                   //Initial output/User initiates their character's name
                                   cout<<"Welcome to the Dungeon Survival game!\n"<<endl<<"In this game, you and your character will\n";
                                   cout<<"venture through a total of 7 levels, conquering formidable enemies,\n";
                                   cout<<"powering up and earning the chance to reap great rewards!\n"<<endl;
                                   cout<<"First, what is your character's name?\n";
                                   cin>>player;
                                   //Output; User initiates prefered attribute
                                   cout<<"Alright "<<player<<", your adventure begins now!\n"<<endl;
                                   cout<<"What attribute is most important to you? Enter '1' for Strength, '2'\n";
                                   cout<<"for Intelligence, '3' for Endurance\n";
                                   cin>>attrib;

                                   //Fill players stats/Display stats
                                   statFil(stats,statNam,STATSZE,attrib);
                                   cout<<"Your stats have been set.\n"<<endl;
                                   pStats(stats,statNam,STATSZE,player,gold);

                                   //Creates game map/Outputs to user
                                   initMap(map,MAPSIZ1,MAPSIZ2);
                                   cout<<"This is your dungeon(map).\n"<<endl;
                                   mapDisp(map,MAPSIZ1,MAPSIZ2);

                                   //Do-while loop to play agme
                                   do{
                                       //Which feature to access on the game menu
                                       cout<<"Game Map       - (Press '1')[View your game progress]\n";
                                       cout<<"Player's Stats - (Press '2')[View your strength]\n";
                                       cout<<"The Dungeon    - (Press '3')[Fight with your character to win the game]\n";
                                       cout<<"The Shop       - (Press '4')[Source of extra power]\n";
                                       cout<<"Quit Game      - (Press '5')[Quit your existing game]\n";
                                       cin>>menuItm;
                                       //Switch statement for selected game menu
                                       switch(menuItm){
                                           case 1:mapDisp(map,MAPSIZ1,MAPSIZ2);break;
                                           case 2:pStats(stats,statNam,STATSZE,player,gold);break;
                                           case 3:fight(stats,STATSZE,level,sublvl,atkPwr,mgkPwr,map,player,gold,victory);break;
                                           case 4:shop(stats,gold); break;
                                           case 5:exit=true;
                                       }//End the Switch/Case
                                   }while(victory==false&&exit==false);//Ends the Do-While Loop

                                   //If player completed the game/dungeon
                                   if(victory==true){
                                       //Output victory title and game credits
```

```
        cout<<"You have been victorious in your Adventure!\n"<<endl;
        cout<<"You earned the title 'Master of the Universe!'\n"<<endl;
        cout<<"Credits: \n"<<"Ryan Sorice - Concept/Engineering\n"<<endl;
    }
    cout<<"Come play again!";           //Final output

    //Exits program
    return 0;
}
//Function to perform attack(strength) based fight
void atkFite(int stats[], int enemy[], int atkPwr, int tmpStat[]){
    int bonus=rand()%3+1,eBonus=rand()%3+1;             //Variables to apply random damage bonus for
enemy/user
    enemy[0]-=(stats[1]*(atkPwr*bonus));                //Enemy HP subtracted by player's damage multiplied
by bonus
    tmpStat[0]-=(enemy[1]*eBonus);                      //User HP subtracted by enemy's damage multiplied by
bonus
}
//Function to perform magic(intelligence) based fight
void mgkFite(int stats[], int enemy[], int mgkPwr, int tmpStat[]){
    int youGues,cpuGues=rand()%3+1,                     //Variables for enemy and player magic guess
        eBonus=rand()%3+1;                              //Variable for enemy damage bonus
    //Output which element user wants to summon; User initiates 1, 2 or 3
    cout<<"Choose an element:\n"<<"Fire '1'\n"<<"Water '2'\n"<<"Earth '3'\n";
    cin>>youGues;
    if(youGues==cpuGues) enemy[0]-=(stats[2]*mgkPwr);   //If player guesses right; Damage with magik pwr
multiplied by INT
    else enemy[0]-=(stats[2]*1.25);                     //Else player guesses wrong; Damage with mgk mult. by
1.25
    tmpStat[0]-=(enemy[1]*eBonus);                      //User damaged by enemy's attack mult. by bonus
}
//Function to display and utilize shop
void shop(int stats[], int &pGold){
    int item=1;                                             //Variable to control which buff is purchased
    //Do-while loop to access shop
    do{
        //Output all 9 item buffs with gold prices
        cout<<"G: 3500   "<<"G: 3500   "<<"G: 3500\n";
        cout<<"ATK +35   "<<"INT +35   "<<"HP +450\n";
        cout<<"  (1)     "<<"  (2)     "<<"  (3)  \n"<<endl;
        cout<<"G: 7500   "<<"G: 7500   "<<"G: 7500\n";
        cout<<"ATK +75   "<<"INT +75   "<<"HP +1000\n";
        cout<<"  (4)     "<<"  (5)     "<<"  (6)  \n"<<endl;
        cout<<"G: 15000   "<<"G: 15000   "<<"G: 15000\n";
        cout<<"ATK +175   "<<"INT +175   "<<"HP +2000\n";
        cout<<"  (7)     "<<"   (8)    "<<"    (9)  \n"<<endl;
        cout<<"Gold: "<<pGold<<endl;                                //Output user's gold
        cout<<"(0) to Exit\n";                                      //Output how to exit shop
        cin>>item;                                                  //User initiates what item to buy
        //Switch to purchase player's selected buff
        switch(item){
            case 1: if(pGold<3500) cout<<"Insufficient Funds!\n";   //If gold insufficient
                    else {                                          //Else apply buff/subtract gold cost
                        stats[1]+=35;
                        pGold-=3500;
                    }break;
            case 2: if(pGold<3500) cout<<"Insufficient Funds!\n";   //If gold insufficient
                    else {                                          //Else apply buff/subtract gold cost
                        stats[2]+=35;
                        pGold-=3500;
                    }break;
            case 3: if(pGold<3500) cout<<"Insufficient Funds!\n";   //If gold insufficient
                    else {                                          //Else apply buff/subtract gold cost
                        stats[0]+=450;
                        pGold-=3500;
                    }break;
            case 4: if(pGold<7500) cout<<"Insufficient Funds!\n";   //If gold insufficient
                    else {                                          //Else apply buff/subtract gold cost
                        stats[1]+=75;
                        pGold-=7500;
                    }break;
            case 5: if(pGold<7500) cout<<"Insufficient Funds!\n";   //If gold insufficient
                    else {                                          //Else apply buff/subtract gold cost
                        stats[2]+=75;
                        pGold-=7500;
                    }break;
            case 6: if(pGold<7500) cout<<"Insufficient Funds!\n";   //If gold insufficient
                    else {                                          //Else apply buff/subtract gold cost
                        stats[0]+=1000;
                        pGold-=7500;
                    }break;
            case 7: if(pGold<15000) cout<<"Insufficient Funds!\n";  //If gold insufficient
                    else {                                          //Else apply buff/subtract gold cost
                        stats[1]+=175;
                        pGold-=15000;
                    }break;
            case 8: if(pGold<15000) cout<<"Insufficient Funds!\n";  //If gold insufficient
                    else {                                          //Else apply buff/subtract gold cost
                        stats[2]+=175;
                        pGold-=15000;
                    }break;
            case 9: if(pGold<15000) cout<<"Insufficient Funds!\n";  //If gold insufficient
```

```
                    else {                                          //Else apply buff/subtract gold cost
                        stats[0]+=2500;
                        pGold-=15000;
                    }
        }
    }while(item>0&&item<10);
}
//Function to fight in the dungeon/complete the game
void fight(int stats[], int statSze, int &level, int &sublvl, int atkPwr, int mgkPwr, char map[][80],
    string player, int &gold, bool &victory){
    int tmpStat[statSze],enemy[statSze],    //Arrays for player stats and enemy stats
        attack;                             //Variable to control atk or mgk fighting
    char yesno='y';                         //Variable to control dungeon loop
    while(yesno=='y'||yesno=='Y'){          //Loop to play dungeon
        bool sub=false,lvlwin=false;        //Booleans to control sublevel/level completed
        tmpStat[0]=stats[0];                //Fill temporary stats with player's stats; HP
        tmpStat[1]=stats[1];                //Fill temporary stats with player's stats; ATK
        tmpStat[2]=stats[2];                //Fill temporary stats with player's stats; INT
        //If player on level 1
        if(level==1){
            //If player on sublevel 1
            if(sublvl==1){
                cout<<"Level 1 - 1\n";                                  //Output level and sublevel
                enemy[0]=500; enemy[1]=5;                               //Set enemy stats
                while(enemy[0]>0&&tmpStat[0]>0){                        //Loop to fight
                    //Output enemy and player HP
                    cout<<"Knight I    "<<player<<endl<<"HP :"<<enemy[0]<<"     HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";//Output atk or mgk
                    cin>>attack;                                        //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);  //If atk; damage function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat);//Else if mgk; damage function
                    else cout<<"Enter 1 or 2!\n";                       //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                          //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";             //Output player wins
                    //Output rewards and buffs earned
                    cout<<"You earned 500 Gold!\n"<<"HP +50\n"<<"ATK +3\n"<<"INT +3\n";
                    gold+=500; stats[0]+=50; stats[1]+=3; stats[2]+=3;  //Add rewards and buffs to totals
                    map[5][0]='X';                                      //Map position of sublevel 'X' for
complete
                    sub=true;                                           //Sublevel boolean true
                }
                else cout<<"DEFEAT..!\n";                               //Else sublevel incomplete
            }
            //Else if player on sublevel 2
            else if(sublvl==2){
                cout<<"Level 1 - 2\n";                                  //Output level and sublevel
                enemy[0]=750; enemy[1]=30;                              //Set enemy stats
                while(enemy[0]>0&&tmpStat[0]>0){                        //Loop to fight
                    //Output enemy and player HP
                    cout<<"Knight II    "<<player<<endl<<"HP :"<<enemy[0]<<"      HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";//Output atk or mgk
                    cin>>attack;                                        //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);  //If atk; damage function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat);//Else if mgk; damage function
                    else cout<<"Enter 1 or 2!\n";                       //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                          //If sublevel/level complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";             //Output player wins
                    //Output rewards and buffs earned
                    cout<<"You earned 1000 Gold!\n"<<"HP +100\n"<<"ATK +5\n"<<"INT +5\n";
                    gold+=1000; stats[0]+=100; stats[1]+=5; stats[2]+=5;//Add rewards and buffs to totals
                    map[5][1]='X';                                      //Map position of sublevel 'X' for
complete
                    lvlwin=true;                                        //Level win boolean true
                }
                else cout<<"DEFEAT..!\n";                               //Else sublevel/level incomplete
            }
        }
        //Else if player on level 2
        else if(level==2){
            //If player on sublevel 1
            if(sublvl==1){
                cout<<"Level 2 - 1\n";                                  //Output level and sublevel
                enemy[0]=1000; enemy[1]=55;                             //Set enemy stats
                while(enemy[0]>0&&tmpStat[0]>0){                        //Loop to fight
                    //Output enemy and user HP
                    cout<<"Knight III    "<<player<<endl<<"HP :"<<enemy[0]<<"       HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";//Output atk or mgk
                    cin>>attack;                                        //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);  //If atk; damage function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat);//Else if mgk; damage function
                    else cout<<"Enter 1 or 2!\n";                       //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                          //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";             //Output player wins
                    //Output rewards and buffs earned
                    cout<<"You earned 1200 Gold!\n"<<"HP +120\n"<<"ATK +6\n"<<"INT +6\n";
                    gold+=1200; stats[0]+=120; stats[1]+=6; stats[2]+=6;//Add rewards and buffs to totals
                    map[3][11]='X';                                     //Map position of sublevel 'X' for 
complete
                    sub=true;                                           //Sublevel boolean true
                }
                else cout<<"DEFEAT..!\n";                               //Else sublevel incomplete
            }
            //Else if player on sublevel 2
            else if(sublvl==2){
                cout<<"Level 2 - 2\n";                                  //Output level and sublevel
                enemy[0]=1200; enemy[1]=65;                             //Initiate enemy stats
                while(enemy[0]>0&&tmpStat[0]>0){                        //Loop to fight
                    //Output enemy and player HP
                    cout<<"The Dark Knight    "<<player<<endl<<"HP :"<<enemy[0]<<"          HP 
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";//Output atk or mgk
                    cin>>attack;                                        //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);  //If atk; damage function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat);//Else if mgk; damage function
                    else cout<<"Enter 1 or 2!\n";                       //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                          //If sublevel/level complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";             //Output player wins
                    //Output rewards and buffs earned
                    cout<<"You earned 2000 Gold!\n"<<"HP +200\n"<<"ATK +9\n"<<"INT +9\n";
                    gold+=2000; stats[0]+=200; stats[1]+=9; stats[2]+=9;//Add buffs and rewards to totals
                    map[3][12]='X';                                     //Map position of sublevel 'X' for 
complete
                    lvlwin=true;                                        //Level win boolean true
                }
                else cout<<"DEFEAT..!\n";                               //Else sublevel/level incomplete
            }
        }
        //Else if player on level 3
        else if(level==3){
            //If player on sublevel 1
            if(sublvl==1){
                cout<<"Level 3 - 1\n";                                      //Output level and sublevel
                enemy[0]=1400; enemy[1]=70;                                 //Enemy stats set
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight
                    //Output enemy and user HP
                    cout<<"Assassin 1    "<<player<<endl<<"HP :"<<enemy[0]<<"     HP 
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Outputs atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output user wins
                    //Output buffs and rewards earned
                    cout<<"You earned 2250 Gold!\n"<<"HP +250\n"<<"ATK +12\n"<<"INT +12\n";
                    gold+=2250; stats[0]+=250; stats[1]+=12; stats[2]+=12;  //Add buffs and rewards to totals
                    map[7][22]='X';                                         //Map position of sublevel 'X' 
for complete
                    sub=true;                                               //Sublevel boolean true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel incomplete
            }
            //Else if player on sublevel 2
            else if(sublvl==2){
                cout<<"Level 3 - 2\n";                                      //Output level and sublevel
                enemy[0]=2500; enemy[1]=78;                                 //Set enemy stats
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight
                    //Output enemy and user HP
                    cout<<"Assassin Leader    "<<player<<endl<<"HP :"<<enemy[0]<<"      HP 
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel/level complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output player wins
                    //Output rewards and buffs earned
                    cout<<"You earned 3000 Gold!\n"<<"HP +320\n"<<"ATK +16\n"<<"INT +16\n";
                    gold+=3000; stats[0]+=320; stats[1]+=16; stats[2]+=16;  //Add buffs and rewards to totals
                    map[7][23]='X';                                         //Map position of sublevel 'X' 
for complete
                    lvlwin=true;                                            //Level win boolean true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel/level incomplete
            }
        }
        //Else if player on level 4
        else if(level==4){
            //If player on sublevel 1
            if(sublvl==1){
                cout<<"Level 4 - 1\n";                                      //Output level and sublevel
                enemy[0]=3000; enemy[1]=90;                                 //Set enemy stats
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight
```

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                    //Output enemy and player HP
                    cout<<"Bandit 1    "<<player<<endl<<"HP :"<<enemy[0]<<"     HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Ouput player wins
                    //Output rewards and buffs earned
                    cout<<"You earned 3250 Gold!\n"<<"HP +350\n"<<"ATK +18\n"<<"INT +18\n";
                    gold+=3250; stats[0]+=350; stats[1]+=18; stats[2]+=18;  //Add buffs and rewards to totals
                    map[6][33]='X';                                         //Map position of sublevel 'X'
for complete
                    sub=true;                                               //Sublevel boolean true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel incomplete
            }
            //Else if player on sublevel 2
            else if(sublvl==2){
                cout<<"Level 4 - 2\n";                                      //Output level and sub
                enemy[0]=3500; enemy[1]=100;                                //Enemy stats set
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight
                    //Output enemy and player HP
                    cout<<"Bandit II    "<<player<<endl<<"HP :"<<enemy[0]<<"     HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output player wins
                    //Output rewards and buffs earned
                    cout<<"You earned 3500 Gold!\n"<<"HP +400\n"<<"ATK +21\n"<<"INT +21\n";
                    gold+=3500; stats[0]+=400; stats[1]+=21; stats[2]+=21;  //Add buffs and rewards to totals
                    map[6][34]='X';                                         //Map position of sublevel 'X'
for complete
                    sub=true;                                               //Sublevel boolean true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel incomplete
            }
            //Else if player on sublevel 3
            else if(sublvl==3){
                cout<<"Level 4 - 3\n";                                      //Output level and sublevel
                enemy[0]=4000; enemy[1]=118;                                //Set enemy stat array
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight
                    //Output enemy and player HP
                    cout<<"Bandit King    "<<player<<endl<<"HP :"<<enemy[0]<<"      HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output mgk or atk
                    cin>>attack;                                            //User intiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage with function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage with
function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel/level complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output player wins
                    //Output buffs and rewards earned
                    cout<<"You earned 4250 Gold!\n"<<"HP +450\n"<<"ATK +25\n"<<"INT +25\n";
                    gold+=4250; stats[0]+=450; stats[1]+=25; stats[2]+=25;  //Add buffs and rewards to totals
                    map[6][35]='X';                                         //Map position of sublevel 'X'
for complete
                    lvlwin=true;                                            //Level win boolean true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel/level incomplete
            }
        }
        //Else if player on level 5
        else if(level==5){
            //If player on sublevel 1
            if(sublvl==1){
                cout<<"Level 5 - 1\n";                                      //Output level and sublevel
                enemy[0]=4600; enemy[1]=135;                                //Set enemy stat array
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight enemy
                    //Output enemy and user HP
                    cout<<"Demi-God 1    "<<player<<endl<<"HP :"<<enemy[0]<<"      HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage enemy with
function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage enemy with
function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output player wins
                    //Output rewards and buffs earned
                    cout<<"You earned 4500 Gold!\n"<<"HP +450\n"<<"ATK +25\n"<<"INT +25\n";
                    gold+=4500; stats[0]+=450; stats[1]+=25; stats[2]+=25;  //Add buffs and rewards to totals
                    map[4][44]='X';                                         //Map position of sublevel 'X'
for complete
                    sub=true;                                               //Sublevel boolean true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel incomplete
            }
            //Else if player on sublevel 2
            else if(sublvl==2){
                cout<<"Level 5 - 2\n";                                      //Output level and sublevel
                enemy[0]=5100; enemy[1]=150;                                //Set enemy stat array
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight enemy
                    //Output enemy and player HP
                    cout<<"Demi-God II    "<<player<<endl<<"HP :"<<enemy[0]<<"      HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User intiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage enemy with
function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage enemy with
function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output player wins
                    //Output buffs and rewards earned
                    cout<<"You earned 4500 Gold!\n"<<"HP +450\n"<<"ATK +25\n"<<"INT +25\n";
                    gold+=4500; stats[0]+=450; stats[1]+=25; stats[2]+=25;  //Add buffs and rewards to totals
                    map[4][45]='X';                                         //Map position of sublevel 'X'
for complete
                    sub=true;                                               //sublevel boolean true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel incomplete
            }
            //Else if player on sublevel 3
            else if(sublvl==3){
                cout<<"Level 5 - 3\n";                                      //Output level and sublevel
                enemy[0]=6000; enemy[1]=180;                                //Set enemy array stats
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight enemy
                    //Output enemy and player HP
                    cout<<"Fierce Diety    "<<player<<endl<<"HP :"<<enemy[0]<<"        HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage enemy from
function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage enemy from
function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output player wins
                    //Output buffs and rewards earned
                    cout<<"You earned 5000 Gold!\n"<<"HP +525\n"<<"ATK +30\n"<<"INT +30\n";
                    gold+=5000; stats[0]+=525; stats[1]+=30; stats[2]+=30;  //Add buffs and rewards to totals
                    map[4][46]='X';                                         //Map position of sublevel 'X'
for complete
                    lvlwin=true;                                            //Level win boolean true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel/level incomplete
            }
        }
        //Else if player on level 6
        else if(level==6){
            //If player on sublevel 1
            if(sublvl==1){
                cout<<"Level 6 - 1\n";                                      //Output level and sublevel
                enemy[0]=7000; enemy[1]=218;                                //Set enemy stat array
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight enemy
                    //Output enemy and player HP
                    cout<<"Guardian 1    "<<player<<endl<<"HP :"<<enemy[0]<<"        HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage enemy from
function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage enemy from
function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output player wins
                    //Output buffs and rewards
                    cout<<"You earned 5000 Gold!\n"<<"HP +500\n"<<"ATK +28\n"<<"INT +28\n";
                    gold+=5000; stats[0]+=500; stats[1]+=28; stats[2]+=28;  //Add buffs and rewards to totals
                    map[2][55]='X';                                         //Map position of sublevel 'X'
for complete
                    sub=true;                                               //Sublevel boolean true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel incomplete
            }
            //Else if player on sublevel 2
            else if(sublvl==2){
                cout<<"Level 6 - 2\n";                                      //Output level and sublevel
                enemy[0]=8200; enemy[1]=260;                                //Set enemy stat array
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight enemy
                    //Output enemy and player HP
                    cout<<"Guardian II    "<<player<<endl<<"HP :"<<enemy[0]<<"        HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage enemy from
function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage enemy from
function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output player wins
                    //Output rewards and buffs
                    cout<<"You earned 5000 Gold!\n"<<"HP +500\n"<<"ATK +28\n"<<"INT +28\n";
                    gold+=5000; stats[0]+=500; stats[1]+=28; stats[2]+=28;  //Add buffs and rewards to totals
                    map[2][56]='X';                                         //Map position of sublevel 'X'
for complete
                    sub=true;                                               //Set sublevel boolean to true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel incomplete
            }
            //Else if player on sublevel 3
            else if(sublvl==3){
                cout<<"Level 6 - 3\n";                                      //Output level and sublevel
                enemy[0]=9500; enemy[1]=295;                                //Set enemy stat array
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight enemy
                    //Output enemy and player HP
                    cout<<"The Gate Keeper    "<<player<<endl<<"HP :"<<enemy[0]<<"          HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User Initiate attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage enemy with
function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage enemy with
function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel and level complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output player wins
                    //Output rewards and buffs
                    cout<<"You earned 6000 Gold!\n"<<"HP +600\n"<<"ATK +35\n"<<"INT +35\n";
                    gold+=6000; stats[0]+=600; stats[1]+=35; stats[2]+=35;  //Add rewards and buffs to totals
                    map[2][57]='X';                                         //Map position of sublevel 'X'
for complete
                    lvlwin=true;                                            //Level win boolean set to true
                }
                else cout<<"DEFEAT..!\n";                                   //Else level incomplete
            }
        }
        //Else if player on level 7
        else if(level==7){
            //If player on sublevel 1
            if(sublvl==1){
                cout<<"Level 7 - 1\n";                                      //Output level & sublevel
                enemy[0]=11500; enemy[1]=332;                               //Set enemy stats array
                while(enemy[0]>0&&tmpStat[0]>0){                            //While-Loop to fight
                    //Output enemy's & player's HP
                    cout<<"Star Warrior    "<<player<<endl<<"HP :"<<enemy[0]<<"        HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates atk or mgk
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If attack; attack enemy from
function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if magic; attack enemy
from function
                    else cout<<"Enter 1 or 2!\n";                           //Else if invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel complete
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output user wins
                    //Output rewards and buffs
                    cout<<"You earned 6250 Gold!\n"<<"HP +575\n"<<"ATK +33\n"<<"INT +33\n";
                    gold+=6250; stats[0]+=575; stats[1]+=33; stats[2]+=33;  //Add buffs and gold to totals
                    map[4][66]='X';                                         //Map position of sublevel 'X'
for complete
                    sub=true;                                               //Sublevel boolean set to true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel incomplete
            }
            //Else If player on sublevel 2
            else if(sublvl==2){
                cout<<"Level 7 - 2\n";                                      //Output level and sublevel
                enemy[0]=13500; enemy[1]=390;                               //Set enemy array stats
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight enemy
                    //Output enemy and player HP
                    cout<<"The Space Bender    "<<player<<endl<<"HP :"<<enemy[0]<<"         HP
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage enemy from 
function
                    else if(attack==2) mgkFite(stats,enemy,mgkPwr,tmpStat); //Else if mgk; damage enemy from 
function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel completed
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output user wins
                    //Output rewards and buffs
                    cout<<"You earned 6250 Gold!\n"<<"HP +575\n"<<"ATK +33\n"<<"INT +33\n";
                    gold+=6250; stats[0]+=575; stats[1]+=33; stats[2]+=33;  //Add buffs and gold to totals
                    map[4][67]='X';                                         //Map position of sublevel 'X' 
for complete
                    sub=true;                                               //Sublevel boolean set to true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel incomplete
            }
            //Else If player on sublevel 3
            else if(sublvl==3){
                cout<<"Level 7 - 3\n";                                      //Output level and sublevel
                enemy[0]=17500; enemy[1]=475;                               //Set enemy stats array
                while(enemy[0]>0&&tmpStat[0]>0){                            //Loop to fight enemy
                    //Output enemy and player HP
                    cout<<"The Time Lord    "<<player<<endl<<"HP :"<<enemy[0]<<"          HP 
:"<<tmpStat[0]<<endl<<endl;
                    cout<<"ATTACK (Enter 1)"<<endl<<"MAGIC  (Enter 2)\n";   //Output atk or mgk
                    cin>>attack;                                            //User initiates attack
                    if(attack==1) atkFite(stats,enemy,atkPwr,tmpStat);      //If atk; damage enemy with 
function
                    else if(attack==2)mgkFite(stats,enemy,mgkPwr,tmpStat);  //Else if mgk; damage enemy with 
function
                    else cout<<"Enter 1 or 2!\n";                           //Else invalid entry
                }
                if(enemy[0]<=0&&tmpStat[0]>0){                              //If sublevel and level completed
                    cout<<"VICTORY!\n"<<"Stage Cleared!\n";                 //Output user wins
                    //Output rewards and buffs
                    cout<<"You earned 10000 Gold!\n"<<"HP +1000\n"<<"ATK +50\n"<<"INT +50\n";
                    gold+=10000; stats[0]+=1000; stats[1]+=50; stats[2]+=50;//Add buffs and gold to totals
                    map[4][68]='X';                                         //Map position of sublevel 'X' 
for complete
                    lvlwin=true;                                            //Level win boolean set to true
                }
                else cout<<"DEFEAT..!\n";                                   //Else sublevel and level 
incomplete
            }
        }
        if(sub==true) sublvl++;             //If sublevel complete, add 1 to sublevel
        if(lvlwin==true){                   //If level complete
            level++;                        //Add 1 to level
            sublvl=1;                       //Reset sublevel to 1
        }
        if(level==8) {                      //If game/dungeon has been won
            cout<<"DUNGEON COMPLETE!!!\n";  //Output victory to user
            victory=true;                   //Victory boolean set to true to end game loop
            yesno='n';                      //Character set to 'n' to end dungeon function
        }
        else{                               //Else game/dungeon incomplete
            cout<<"Continue fighting?\n";   //Output to user
            cin>>yesno;                     //User initiates to continue or stop dungeon fighting
        }
    }
}
//Function to Display Player's stats
void pStats(int stats[], string statNme[], int statSiz, string player, int gold){
    char yesno='y';                             //Character to control while-loop
    cout<<player<<"'s Statistics :\n";          //Output player's name
    for(int n=0;n<statSiz;n++){                 //For-loop to display player's stats
        cout<<statNme[n]<<"   "<<stats[n]<<endl;//Output stat name and stat value
    }
    cout<<"Gold: "<<gold<<endl;                 //Output player's gold
    while(yesno=='y'||yesno=='Y'){              //While-loop to view or not view statistics
        //Output; User initiaties to keep viewing
        cout<<"Continue Viewing Stats? ('n' - to exit )\n";
        cin>>yesno;
    }
}
//Function to Display game map
void mapDisp(char gameMap[][80], int mapSiz1, int mapSiz2){
    char yesno='y';                     //Character for while-loop
    for(int n=0;n<mapSiz1;n++){         //Loop to display each row of map array
        for(int m=0;m<mapSiz2;m++){     //Nested-Loop to display each column of map array
            cout<<gameMap[n][m];        //Output each character in array
            if(m==mapSiz2-1) cout<<endl;//If map reaches row length, go to next line
        }
    }
    cout<<endl;                         //Output line space between game map and text
    while(yesno=='y'||yesno=='Y'){      //While-Loop to view or not view game map
        //Output;User initializes to keep viewing or exit
        cout<<"Continue Viewing Map? ('n' - to exit)\n";
        cin>>yesno;
    }
}
//Function to initialize/create the game map
void initMap(char map[][80], int siz1, int siz2){
    for(int n=0;n<siz1;n++){                            //Loop for array map rows
        for(int m=0;m<siz2;m++){                        //Nested-Loop for array map columns
            if(n==0) map[n][m]='#';                     //If to create top map boarder of '#'
            else if(n==2&&m==11) map[n][m]='L';         //Else if 'L' position for 'Lv2'
            else if(n==2&&m==12) map[n][m]='v';         //Else if 'v' position for 'Lv2'
            else if(n==2&&m==13) map[n][m]='2';         //Else if '2' position for 'Lv2'
            else if(n==3&&(m>10&&m<13)) map[n][m]='O';  //Else if 'O' for 'Lv2' sub-levels
            else if(n==4&&m==0) map[n][m]='L';          //Else if 'L' position for 'Lv1'
            else if(n==4&&m==1) map[n][m]='v';          //Else if 'v' position for 'Lv1'
            else if(n==4&&m==2) map[n][m]='1';          //Else if '1' position for 'Lv1'
            else if(n==5&&(m>-1&&m<2)) map[n][m]='O';   //Else if 'O' for 'Lv1' sub-levels
            else if(n==6&&m==22) map[n][m]='L';         //Else if 'L' position for 'Lv3'
            else if(n==6&&m==23) map[n][m]='v';         //Else if 'v' position for 'Lv3'
            else if(n==6&&m==24) map[n][m]='3';         //Else if '3' position for 'Lv3'
            else if(n==7&&(m>21&&m<24)) map[n][m]='O';  //Else if 'O' for 'Lv3' sub-levels
            else if(n==5&&m==33) map[n][m]='L';         //Else if 'L' position for 'Lv4'
            else if(n==5&&m==34) map[n][m]='v';         //Else if 'v' position for 'Lv4'
            else if(n==5&&m==35) map[n][m]='4';         //Else if '4' position for 'Lv4'
            else if(n==6&&(m>32&&m<36)) map[n][m]='O';  //Else if 'O' for 'Lv4' sub-levels
            else if(n==3&&m==44) map[n][m]='L';         //Else if 'L' position for 'Lv5'
            else if(n==3&&m==45) map[n][m]='v';         //Else if 'v' position for 'Lv5'
            else if(n==3&&m==46) map[n][m]='5';         //Else if '5' position for 'Lv5'
            else if(n==4&&(m>43&&m<47)) map[n][m]='O';  //Else if 'O' for 'Lv5' sub-levels
            else if(n==1&&m==55) map[n][m]='L';         //Else if 'L' position for 'Lv6'
            else if(n==1&&m==56) map[n][m]='v';         //Else if 'v' position for 'Lv6'
            else if(n==1&&m==57) map[n][m]='6';         //Else if '6' position for 'Lv6'
            else if(n==2&&(m>54&&m<58)) map[n][m]='O';  //Else if 'O' for 'Lv6' sub-levels
            else if(n==3&&m==66) map[n][m]='L';         //Else if 'L' position for 'Lv7'
            else if(n==3&&m==67) map[n][m]='v';         //Else if 'v' position for 'Lv7'
            else if(n==3&&m==68) map[n][m]='7';         //Else if '7' position for 'Lv7'
            else if(n==4&&(m>65&&m<69)) map[n][m]='O';  //Else if 'O' for 'Lv7' sub-levels
            else if(n==siz1-1) map[n][m]='#';           //Else if to create bottom map boarder of '#'
            else map[n][m]=' ';                         //Else fill map with blanks ' '
        }
    }
}
//Function to fill player's stats based off of selected Attribute
void statFil(int stats[], string statNme[], int size, short att){
    //If attribute is strength
    if(att==1){
        for(int n=0;n<size;n++){            //For-Loop to fill stats array
            if(n==0) {                      //If array is in HP position
                stats[n]=rand()%101+1500;   //Generates random HP number
                statNme[n]="HP\n";          //Sets string array to HP name
            }
            else if(n==1) {                 //Else if array is in ATK position
                stats[n]=rand()%16+40;      //Generates random ATK number
                statNme[n]="ATK\n";         //Sets string array to ATK name
            }
            else if (n==2){                 //Else if array is in INT position
                stats[n]=rand()%11+20;      //Generates random INT number
                statNme[n]="INT\n";         //Sets string array to INT name
            }
        }
    }
    //Else if attribute is Intelligence
    else if(att==2){
        for(int n=0;n<size;n++){            //For-Loop to fill stats array
            if(n==0) {                      //If array is in HP position
                stats[n]=rand()%101+1500;   //Generates random HP number
                statNme[n]="HP\n";          //Sets string array to HP name
            }
            else if(n==1){                  //Else if array is in ATK position
                stats[n]=rand()%11+20;      //Generates random ATK number
                statNme[n]="ATK\n";         //Sets string array to ATK name
            }
            else if(n==2) {                 //Else if array is in INT position
                stats[n]=rand()%16+40;      //Generates random INT number
                statNme[n]="INT\n";         //Sets string array to INT name
            }
        }
    }
    //Else if attribute is endurance
    else if(att==3){
        for(int n=0;n<size;n++){            //For-Loop to fill stats array
            if(n==0) {                      //If array is in HP position
                stats[n]=rand()%151+2000;   //Generates random HP number
                statNme[n]="HP\n";          //Sets string array to HP name
            }
            else if(n==1) {                 //Else if array is in ATK position
                stats[n]=rand()%11+20;      //Generates random ATK number
                statNme[n]="ATK\n";         //Sets string array to ATK name
            }
            else if(n==2) {                 //Else if array is in INT position
                stats[n]=rand()%11+20;      //Generates random INT number
                statNme[n]="INT\n";         //Sets string array to INT name
            }
        }
    }
}
```