My basic concept for the design of this project was to combine Project 3 with Lab 7. I included the design for Project 3 in my last submission, but I will note all adaptations to the design below.

**Additions to Character Class:**

std::string name variable (to allow user to name each character)

getName function(accessor function for name variable)

setName function(mutator function for name variable)

restoreDamage function(function which randomly selects a number between 1 and 5 to add to the winner’s strengthpoints)

virtual deconstructor->to prevent memory leaks!

**Additions to Menu Class:**

enterName function(prompts the user to enter the name of the character)

displayLosers function(asks the user if they would like to display the loser queue)

**Additions to Game Class:**

private member variables for scores for p1 and p2

Loser Queue

Team 1 Queue

Team 2 Queue

**round function**

changed my round function to display the name of the players

after a player loses, the function now

* Restores the damage of the winner
* Removes the winner from the front of the team’s queue and adds it to the back
* Removes the loser from the team’s queue and adds it to the loser queue
* Adds 2 points to winners score

**tournament function**

loops while both queues have nodes and calls the battle function for the 2 heads

**runGame function**

* controls game flow
* loops while the user chooses to continue playing
* asks the user to select the number of players for both teams
* loop through number of players(for each team)
  + asks user to chose character and initialize it to P1
  + ask user to setName of char and call setName function
  + add char to queue
* calls tournament function
* calls displayScore function
* if user wants to print losers, call printQueue

**displayScore function**

* if p1 score is higher, ouput team 1 wins
* if p2 score is higher, output team 2 wins
* if tie game, output tie
* output final score of each team

As well as making changes to Project 3, I made a few changes to the DynIntQueue Class from Lab 7. Firstly, I changed it to hold character objects instead of integers. I also changed the deconstructor to delete the memory stored in the node, as well as the node itself. I also found an issue with my original deconstructor, so I redesigned it. My addback function also had some extraneous code, which I removed.

Since I condensed the game flow into my runGame function, the source file now simply has to call the runGame function.

**Class Hierarchy:**

Vampire, BlueMen, Medusa, HarryPotter and Barbarian are all derived classes from the base class character

**CHARACTER**

Vampire

BlueMen

Medusa

HarryPotter

Barbarian

**Game**

**DynIntQueue**

**Menu**

**Problems Encountered:**

Memory leaks

Solved this by remaking my deconstuctor to delete the memory of the object stored in the node as well as the node. I also fixed some problems that were in my initial deconstructor.

**Testing:**

When I tested my full code, I compiled it manually and tested with valgrind. I checked that there were no memory leaks and that the program flowed correctly. I tested the ability to start a new game after completing one. I also tested different combinations and numbers of players. However, after compiling my program with my makefile, I found that there was a segmentation fault that I was unable to locate. I am submitting the program as is.

**Test with 5 Characters on each team, one of each type**

How many characters per team?

5

Player 1 Choose Your Characters

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

1

Enter your character's name.

T1

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

2

Enter your character's name.

T2

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

3

Enter your character's name.

T3

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

4

Enter your character's name.

T4

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

5T5

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

5

Enter your character's name.

T5

Player 2 Choose Your Characters

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

1

Enter your character's name.

P1

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

2

Enter your character's name.

P2

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

3

Enter your character's name.

P4

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

4

Enter your character's name.

P4

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

5

Enter your character's name.

P5

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 18 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 18 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 18 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 18 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 18 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 18 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 18 strength points and 3 armor.

Attacker has spun a 11 and Defender has spun a 6

Defender has sustained 2 damage and currently has 16 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 18 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 18 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 16 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 16 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 18 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 18 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 16 strength points and 3 armor.

Attacker has spun a 7 and Defender has spun a 6

Defender has sustained 0 damage and currently has 16 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 18 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 18 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 16 strength points and 3 armor.

Attacker has spun a 7 and Defender has spun a 4

Defender has sustained 0 damage and currently has 16 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 18 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 18 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 16 strength points and 3 armor.

Attacker has spun a 4 and Defender has spun a 6

Defender has sustained 0 damage and currently has 16 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 18 strength points and 3 armor.

Attacker has spun a 10 and Defender has spun a 3

Defender has sustained 4 damage and currently has 14 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 16 strength points and 3 armor.

Attacker has spun a 12 and Defender has spun a 2

Defender has sustained 7 damage and currently has 9 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 14 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 14 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 9 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 9 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 14 strength points and 3 armor.

Attacker has spun a 9 and Defender has spun a 4

Defender has sustained 2 damage and currently has 12 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 9 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 9 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 12 strength points and 3 armor.

Attacker has spun a 6 and Defender has spun a 2

Defender has sustained 1 damage and currently has 11 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 9 strength points and 3 armor.

Attacker has spun a 4 and Defender has spun a 5

Defender has sustained 0 damage and currently has 9 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 11 strength points and 3 armor.

Attacker has spun a 8 and Defender has spun a 4

Defender has sustained 1 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 9 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 9 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Attacker has spun a 1 and Defender has spun a 2

Defender has sustained 0 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 9 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 9 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 9 strength points and 3 armor.

Attacker has spun a 7 and Defender has spun a 6

Defender has sustained 0 damage and currently has 9 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Attacker has spun a 7 and Defender has spun a 5

Defender has sustained 0 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 9 strength points and 3 armor.

Attacker has spun a 12 and Defender has spun a 5

Defender has sustained 4 damage and currently has 5 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Attacker has spun a 3 and Defender has spun a 1

Defender has sustained 0 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 5 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 5 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 5 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 5 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Attacker has spun a 7 and Defender has spun a 6

Defender has sustained 0 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 5 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 5 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 5 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 5 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Attacker has spun a 4 and Defender has spun a 1

Defender has sustained 0 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 5 strength points and 3 armor.

Attacker has spun a 3 and Defender has spun a 1

Defender has sustained 0 damage and currently has 5 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Attacker has spun a 6 and Defender has spun a 2

Defender has sustained 1 damage and currently has 9 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 5 strength points and 3 armor.

Attacker has spun a 10 and Defender has spun a 6

Defender has sustained 1 damage and currently has 4 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 9 strength points and 3 armor.

Attacker has spun a 6 and Defender has spun a 1

Defender has sustained 2 damage and currently has 7 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 4 strength points and 3 armor.

Vampire has used charm and cannot be attacked.

Defender has sustained 0 damage and currently has 4 strength points

Player One: Vampire T1 ATTACKS Player Two: Vampire P1

Defender has 7 strength points and 3 armor.

Attacker has spun a 3 and Defender has spun a 3

Defender has sustained 0 damage and currently has 7 strength points

Player Two: Vampire P1 ATTACKS Player One: Vampire T1

Defender has 4 strength points and 3 armor.

Attacker has spun a 11 and Defender has spun a 2

Defender has sustained 6 damage and currently has -2 strength points

P1 WINS!

Damage will now be restored.

Player One: Barbarian T2 ATTACKS Player Two: Barbarian P2

Defender has 12 strength points and 0 armor.

Attacker has spun a 7 and Defender has spun a 2

Defender has sustained 5 damage and currently has 7 strength points

Player Two: Barbarian P2 ATTACKS Player One: Barbarian T2

Defender has 12 strength points and 0 armor.

Attacker has spun a 12 and Defender has spun a 3

Defender has sustained 9 damage and currently has 3 strength points

Player One: Barbarian T2 ATTACKS Player Two: Barbarian P2

Defender has 7 strength points and 0 armor.

Attacker has spun a 8 and Defender has spun a 6

Defender has sustained 2 damage and currently has 5 strength points

Player Two: Barbarian P2 ATTACKS Player One: Barbarian T2

Defender has 3 strength points and 0 armor.

Attacker has spun a 8 and Defender has spun a 6

Defender has sustained 2 damage and currently has 1 strength points

Player One: Barbarian T2 ATTACKS Player Two: Barbarian P2

Defender has 5 strength points and 0 armor.

Attacker has spun a 9 and Defender has spun a 3

Defender has sustained 6 damage and currently has -1 strength points

T2 WINS!

Damage will now be restored.

Player One: Blue Men T3 ATTACKS Player Two: Blue Men P4

Defender has 12 strength points and 3 armor.

Attacker has spun a 2 and Defender has spun a 4

Defender has sustained 0 damage and currently has 12 strength points

Player Two: Blue Men P4 ATTACKS Player One: Blue Men T3

Defender has 12 strength points and 3 armor.

Attacker has spun a 3 and Defender has spun a 18

Defender has sustained 0 damage and currently has 12 strength points

Player One: Blue Men T3 ATTACKS Player Two: Blue Men P4

Defender has 12 strength points and 3 armor.

Attacker has spun a 19 and Defender has spun a 14

Defender has sustained 2 damage and currently has 10 strength points

Player Two: Blue Men P4 ATTACKS Player One: Blue Men T3

Defender has 12 strength points and 3 armor.

Attacker has spun a 19 and Defender has spun a 7

Defender has sustained 9 damage and currently has 3 strength points

Player One: Blue Men T3 ATTACKS Player Two: Blue Men P4

Defender has 10 strength points and 3 armor.

Attacker has spun a 18 and Defender has spun a 18

Defender has sustained 0 damage and currently has 10 strength points

Player Two: Blue Men P4 ATTACKS Player One: Blue Men T3

Defender has 3 strength points and 3 armor.

Attacker has spun a 14 and Defender has spun a 1

Defender has sustained 10 damage and currently has -7 strength points

P4 WINS!

Damage will now be restored.

Player One: Medusa T4 ATTACKS Player Two: Medusa P4

Defender has 8 strength points and 3 armor.

Attacker has spun a 4 and Defender has spun a 4

Defender has sustained 0 damage and currently has 8 strength points

Player Two: Medusa P4 ATTACKS Player One: Medusa T4

Defender has 8 strength points and 3 armor.

Attacker has spun a 3 and Defender has spun a 4

Defender has sustained 0 damage and currently has 8 strength points

Player One: Medusa T4 ATTACKS Player Two: Medusa P4

Defender has 8 strength points and 3 armor.

Attacker has spun a 4 and Defender has spun a 6

Defender has sustained 0 damage and currently has 8 strength points

Player Two: Medusa P4 ATTACKS Player One: Medusa T4

Defender has 8 strength points and 3 armor.

Attacker has spun a 4 and Defender has spun a 6

Defender has sustained 0 damage and currently has 8 strength points

Player One: Medusa T4 ATTACKS Player Two: Medusa P4

Defender has 8 strength points and 3 armor.

Attacker has spun a 9 and Defender has spun a 2

Defender has sustained 4 damage and currently has 4 strength points

Player Two: Medusa P4 ATTACKS Player One: Medusa T4

Defender has 8 strength points and 3 armor.

Attacker has spun a 11 and Defender has spun a 1

Defender has sustained 7 damage and currently has 1 strength points

Player One: Medusa T4 ATTACKS Player Two: Medusa P4

Defender has 4 strength points and 3 armor.

Attacker has spun a 3 and Defender has spun a 4

Defender has sustained 0 damage and currently has 4 strength points

Player Two: Medusa P4 ATTACKS Player One: Medusa T4

Defender has 1 strength points and 3 armor.

Attacker has spun a 8 and Defender has spun a 3

Defender has sustained 2 damage and currently has -1 strength points

P4 WINS!

Damage will now be restored.

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 10 strength points and 0 armor.

Attacker has spun a 8 and Defender has spun a 3

Defender has sustained 5 damage and currently has 5 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 10 strength points and 0 armor.

Attacker has spun a 3 and Defender has spun a 2

Defender has sustained 1 damage and currently has 9 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 5 strength points and 0 armor.

Attacker has spun a 7 and Defender has spun a 7

Defender has sustained 0 damage and currently has 5 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 9 strength points and 0 armor.

Attacker has spun a 11 and Defender has spun a 7

Defender has sustained 4 damage and currently has 5 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 5 strength points and 0 armor.

Attacker has spun a 4 and Defender has spun a 5

Defender has sustained 0 damage and currently has 5 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 5 strength points and 0 armor.

Attacker has spun a 2 and Defender has spun a 4

Defender has sustained 0 damage and currently has 5 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 5 strength points and 0 armor.

Attacker has spun a 6 and Defender has spun a 7

Defender has sustained 0 damage and currently has 5 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 5 strength points and 0 armor.

Attacker has spun a 6 and Defender has spun a 12

Defender has sustained 0 damage and currently has 5 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 5 strength points and 0 armor.

Attacker has spun a 8 and Defender has spun a 4

Defender has sustained 4 damage and currently has 1 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 5 strength points and 0 armor.

Attacker has spun a 4 and Defender has spun a 4

Defender has sustained 0 damage and currently has 5 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 1 strength points and 0 armor.

Attacker has spun a 6 and Defender has spun a 9

Defender has sustained 0 damage and currently has 1 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 5 strength points and 0 armor.

Attacker has spun a 9 and Defender has spun a 5

Defender has sustained 4 damage and currently has 1 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 1 strength points and 0 armor.

Attacker has spun a 5 and Defender has spun a 11

Defender has sustained 0 damage and currently has 1 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 1 strength points and 0 armor.

Attacker has spun a 4 and Defender has spun a 7

Defender has sustained 0 damage and currently has 1 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 1 strength points and 0 armor.

Attacker has spun a 5 and Defender has spun a 12

Defender has sustained 0 damage and currently has 1 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 1 strength points and 0 armor.

Attacker has spun a 11 and Defender has spun a 9

Defender has sustained 2 damage and currently has -1 strength points

Harry Potter comes back to life

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 1 strength points and 0 armor.

Attacker has spun a 3 and Defender has spun a 10

Defender has sustained 0 damage and currently has 1 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 10 strength points and 0 armor.

Attacker has spun a 9 and Defender has spun a 8

Defender has sustained 1 damage and currently has 9 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 1 strength points and 0 armor.

Attacker has spun a 2 and Defender has spun a 5

Defender has sustained 0 damage and currently has 1 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 9 strength points and 0 armor.

Attacker has spun a 12 and Defender has spun a 4

Defender has sustained 8 damage and currently has 1 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 1 strength points and 0 armor.

Attacker has spun a 9 and Defender has spun a 12

Defender has sustained 0 damage and currently has 1 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 1 strength points and 0 armor.

Attacker has spun a 6 and Defender has spun a 11

Defender has sustained 0 damage and currently has 1 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 1 strength points and 0 armor.

Attacker has spun a 6 and Defender has spun a 8

Defender has sustained 0 damage and currently has 1 strength points

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 1 strength points and 0 armor.

Attacker has spun a 9 and Defender has spun a 10

Defender has sustained 0 damage and currently has 1 strength points

Player One: Harry Potter T5 ATTACKS Player Two: Harry Potter P5

Defender has 1 strength points and 0 armor.

Attacker has spun a 11 and Defender has spun a 9

Defender has sustained 2 damage and currently has -1 strength points

Harry Potter comes back to life

Player Two: Harry Potter P5 ATTACKS Player One: Harry Potter T5

Defender has 1 strength points and 0 armor.

Attacker has spun a 10 and Defender has spun a 2

Defender has sustained 8 damage and currently has -7 strength points

Harry Potter has already been resurrected once.

P5 WINS!

Damage will now be restored.

Player One: Barbarian T2 ATTACKS Player Two: Vampire P1

Defender has 12 strength points and 3 armor.

Attacker has spun a 6 and Defender has spun a 1

Defender has sustained 2 damage and currently has 10 strength points

Player Two: Vampire P1 ATTACKS Player One: Barbarian T2

Defender has 6 strength points and 0 armor.

Attacker has spun a 7 and Defender has spun a 6

Defender has sustained 1 damage and currently has 5 strength points

Player One: Barbarian T2 ATTACKS Player Two: Vampire P1

Defender has 10 strength points and 3 armor.

Attacker has spun a 12 and Defender has spun a 3

Defender has sustained 6 damage and currently has 4 strength points

Player Two: Vampire P1 ATTACKS Player One: Barbarian T2

Defender has 5 strength points and 0 armor.

Attacker has spun a 10 and Defender has spun a 2

Defender has sustained 8 damage and currently has -3 strength points

P1 WINS!

Damage will now be restored.

TEAM 2 WINS!

Team 1 has 2 points, and Team 2 has 10 points.

Would you like to display the loser queue?

1. Yes.

2. No.

1

T1 P2 T3 T4 T5 T2

1. Play.

2. Exit the game

How many characters per team?

2

Player 1 Choose Your Characters

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

3

Enter your character's name.

A

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

3

Enter your character's name.

B

Player 2 Choose Your Characters

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

2

Enter your character's name.

C

1. Vampire.

2. Barbarian.

3. Blue Men.

4. Medusa

5. Harry Potter.

2

Enter your character's name.

D

Player One: Blue Men A ATTACKS Player Two: Barbarian C

Defender has 12 strength points and 0 armor.

Attacker has spun a 20 and Defender has spun a 12

Defender has sustained 8 damage and currently has 4 strength points

Player Two: Barbarian C ATTACKS Player One: Blue Men A

Defender has 12 strength points and 3 armor.

Attacker has spun a 9 and Defender has spun a 16

Defender has sustained 0 damage and currently has 12 strength points

Player One: Blue Men A ATTACKS Player Two: Barbarian C

Defender has 4 strength points and 0 armor.

Attacker has spun a 11 and Defender has spun a 9

Defender has sustained 2 damage and currently has 2 strength points

Player Two: Barbarian C ATTACKS Player One: Blue Men A

Defender has 12 strength points and 3 armor.

Attacker has spun a 2 and Defender has spun a 4

Defender has sustained 0 damage and currently has 12 strength points

Player One: Blue Men A ATTACKS Player Two: Barbarian C

Defender has 2 strength points and 0 armor.

Attacker has spun a 20 and Defender has spun a 5

Defender has sustained 15 damage and currently has -13 strength points

A WINS!

Damage will now be restored.

Player One: Blue Men B ATTACKS Player Two: Barbarian D

Defender has 12 strength points and 0 armor.

Attacker has spun a 15 and Defender has spun a 12

Defender has sustained 3 damage and currently has 9 strength points

Player Two: Barbarian D ATTACKS Player One: Blue Men B

Defender has 12 strength points and 3 armor.

Attacker has spun a 10 and Defender has spun a 5

Defender has sustained 2 damage and currently has 10 strength points

Player One: Blue Men B ATTACKS Player Two: Barbarian D

Defender has 9 strength points and 0 armor.

Attacker has spun a 16 and Defender has spun a 7

Defender has sustained 9 damage and currently has 0 strength points

B WINS!

Damage will now be restored.

TEAM 1 WINS!

Team 1 has 4 points, and Team 2 has 0 points.

Would you like to display the loser queue?

1. Yes.

2. No.

1

C D

1. Play.

2. Exit the game.

Player One: Barbarian A ATTACKS Player Two: Blue Men B

Defender has 12 strength points and 3 armor.

Attacker has spun a 5 and Defender has spun a 18

Defender has sustained 0 damage and currently has 12 strength points

Player Two: Blue Men B ATTACKS Player One: Barbarian A

Defender has 12 strength points and 0 armor.

Attacker has spun a 20 and Defender has spun a 2

Defender has sustained 18 damage and currently has -6 strength points

B WINS!

Damage will now be restored.

TEAM 2 WINS!

Team 1 has 0 points, and Team 2 has 2 points.

Would you like to display the loser queue?

1. Yes.

2. No.