COMBAT

if enemyx-(playerx+playerw)<=0, combat = true

if combat == true, background.xmove = false, enemy.xmove = false, player and enemy’s animations change from running to attacking, -1(opponent’s strength) per (-(dex\*.008)+1)second

if enemy.health <= 0, combat = false, sen+(rng between # and #), don’t apply enemy anymore

if player.health <= 0, adventureon = false.

if there are no more enemies, spawn boss

if endphase ==true, character move animation. playerx+(#) per second, background doesn’t move, then when character is offscreen adventureon = false

if boss.health <= 0, endphase=true

//dex; 0 = 1hit per second, 100 = 5hps, every 25 dex = 1 more hps,

//(dex\*.05)+1

TRANSMUTATION

on rollover nothing happens

make a string for each amount [can strings use ints? there’s gotta be an easier way]

-(enough cen, not enough cen, and turning into cen)

apply it after REQUIRES,

SHOP

make a box a bit thinner than the adventure one

apply shopkeep

apply box to the right of the shopkeep

leave space at top for the sell/buy options

make a box that will fit icons and prices below the items a buy button, and a xamount

apply box, icons, leave space for the xamount

on rollover show the item descriptions and the number possesed

click buy to buy item, no selection needed

SMITHING

if (anvilclicked){

if (selectedbaramount>=barsneededforweapontypeselected){

selectedbaramount-barsneededforweapontypeselected;

weapon[(selectedbar\*totalweapontypes-totalweapontypes)

+weapontype#].amount++; -> ^

}

}

INVENTORY

for(int i, i<totalitems#, i++)

if(mouse.x > item[i].xmin && mouse.x < item[i].xmax && mouse.y > item[i].ymin &&

mouse.y < item[i].ymax){

equippeditem = item[i];

}

}

>>>>> if(!item[i] == equippeditem) <<<<<

apply(item[i]’s pic (item[i].xmin, item[i].ymax;

}