Sabrina Mahoney

10/20/24

Turn based combat system

Battle game

Pseudocode

Define main

Character attributes

Heros name gets knight

Heros hit points gets 15

Heros hit chance gets 50

Heros max damage gets 10

Heros armor gets 5

Monster gets same attributes

Monsters name gets dragon

Monsters hit points gets 30

Monsters hit chance gets 15

Monsters max damage gets 10

Monsters armor gets 0

Define attributes

Hit.points

* **Name** The name of the character
* **hitPoints** (integer - no max or min) How much damage the character can sustain - **NOTE**: you MUST allow hitpoints to go negative or zero, or you will create a very tricky bug.
* **hitChance** (integer, 0 - 100) The likelihood a hit will be successful
* **maxDamage** (positive integer) The largest amount of damage a single hit will sustain
* **armor** (positive integer) The number of hits absorbed by the character's armor

Tbc

Properties

Hit points

Hit chance

Max damage

Armor

Methods

takeDamage is hitPoints minus damage

isAlive returns the number of hitpoints if it is more than zero

def battle

hitChance

defines damage

damage is hitpoints – 15 or 30 if random integer between 0 and 100

needs while loop

while both enemy and player are still alive (isAlive) they both continue to battle

if hero is still alive

print hero wins

else print monster wins

print statements

print:

“press for another round:”

“knight HP”

“dragon HP”