#include <iostream>

#include <stdlib.h>

#include <time.h>

#include <windows.h>

using namespace std;

int main ()

{

int lurus=60;

int tinggi=30;

int xplayer,yplayer,xmusuh,ymusuh,xMusuh,yMusuh;

int xbatu1,ybatu1,xbatu2,ybatu2,xbatu3,ybatu3,xbatu4,ybatu4,xbatu5,ybatu5;

char step;

char karakter='v';

char batu= 174;

xplayer= 2;

yplayer= 2;

srand(time(0));

xbatu1=rand()%58+2;

ybatu1=rand()%28+2;

xbatu2=rand()%58+2;

ybatu2=rand()%28+2;

xbatu3=rand()%58+2;

ybatu3=rand()%28+2;

xbatu4=rand()%58+2;

ybatu4=rand()%28+2;

xbatu5=rand()%58+2;

ybatu5=rand()%28+2;

xMusuh=rand()%58+2;

yMusuh=rand()%28+2;

xmusuh=rand()%58+2;

ymusuh=rand()%28+2;

int player,enemy;

int hpplayer=100,hpenemy=100,mp=20;

int damageplayer=0,damageenemy=0;

int attplayer,attenemy,skll;

int attack=1,skill=2,run=3,pilih;

do {

for(int i=1;i<=tinggi;i=i+1)

{

for(int j=1;j<=lurus;j=j+1)

{

if(xplayer==j && yplayer==i)

{

cout<< karakter;

}

else if(xMusuh==j && yMusuh==i)

{

cout<< "M";

}

else if(xmusuh==j && ymusuh==i)

{

cout<< "m";

}

else if(xbatu1==j && ybatu1==i)

{

cout<< batu;

}

else if(xbatu2==j && ybatu2==i)

{

cout<< batu;

}

else if(xbatu3==j && ybatu3==i)

{

cout<< batu;

}

else if(xbatu4==j && ybatu4==i)

{

cout<< batu;

}

else if(xbatu5==j && ybatu5==i)

{

cout<< batu;

}

else if(i==1 || i==tinggi || j==1 || j==lurus)

{

cout<< "=";

}

else{cout<< " ";}

}

cout<< endl;

}

cout<< "Input : ";

cin>> step;

system("CLS");

if(step=='w')

{

yplayer-=1;

if(xplayer==xbatu1 && yplayer==ybatu1 || xplayer==xbatu2 && yplayer==ybatu2 || xplayer==xbatu3 && yplayer==ybatu3

|| xplayer==xbatu4 && yplayer==ybatu4 || xplayer==xbatu5 && yplayer==ybatu5)

{

yplayer+=1;

}

if(yplayer==1)

{

yplayer+=1;

}

karakter='^';

}

else if(step=='a')

{

xplayer-=1;

if(xplayer==xbatu1 && yplayer==ybatu1 || xplayer==xbatu2 && yplayer==ybatu2 || xplayer==xbatu3 && yplayer==ybatu3

|| xplayer==xbatu4 && yplayer==ybatu4 || xplayer==xbatu5 && yplayer==ybatu5)

{

xplayer+=1;

}

if(xplayer==1)

{

xplayer+=1;

}

karakter='<';

}

else if(step=='s')

{

yplayer+=1;

if(xplayer==xbatu1 && yplayer==ybatu1 || xplayer==xbatu2 && yplayer==ybatu2 || xplayer==xbatu3 && yplayer==ybatu3

|| xplayer==xbatu4 && yplayer==ybatu4 || xplayer==xbatu5 && yplayer==ybatu5)

{

yplayer-=1;

}

if(yplayer==30)

{

yplayer-=1;

}

karakter='v';

}

else if(step=='d')

{

xplayer+=1;

if(xplayer==xbatu1 && yplayer==ybatu1 || xplayer==xbatu2 && yplayer==ybatu2 || xplayer==xbatu3 && yplayer==ybatu3

|| xplayer==xbatu4 && yplayer==ybatu4 || xplayer==xbatu5 && yplayer==ybatu5)

{

xplayer-=1;

}

if(xplayer==60)

{

xplayer-=1;

}

karakter='>';

}

int rx=rand()%3-1;

int ry=rand()%3-1;

xMusuh=xMusuh+rx;

yMusuh=yMusuh+ry;

xmusuh=xmusuh+rx;

ymusuh=ymusuh+ry;

if(xMusuh==xbatu1 && yMusuh==ybatu1 || xMusuh==xbatu2 && yMusuh==ybatu2 || xMusuh==xbatu3 && yMusuh==ybatu3 ||

xMusuh==xbatu4 && yMusuh==ybatu4 || xMusuh==xbatu5 && yMusuh==ybatu5)

{

if(rx==1)

{

xMusuh-=1;

}

else if(rx==-1)

{

xMusuh+=1;

}

if(ry==1)

{

yMusuh-=1;

}

else if(ry=-1)

{

yMusuh+=1;

}

}

else if(xmusuh==xbatu1 && ymusuh==ybatu1 || xmusuh==xbatu2 && ymusuh==ybatu2 || xmusuh==xbatu3 && ymusuh==ybatu3 ||

xmusuh==xbatu4 && ymusuh==ybatu4 || xmusuh==xbatu5 && ymusuh==ybatu5)

{

if(rx==1)

{

xmusuh-=1;

}

else if(rx==-1)

{

xmusuh+=1;

}

if(ry==1)

{

ymusuh-=1;

}

else if(ry=-1)

{

ymusuh+=1;

}

}

if(xMusuh==1)

{

xMusuh+=1;

}

if(yMusuh==30)

{

yMusuh-=1;

}

if(xMusuh==60)

{

xMusuh-=1;

}

if(yMusuh==1)

{

yMusuh+=1;

}

if(xmusuh==1)

{

xmusuh+=1;

}

if(ymusuh==30)

{

ymusuh-=1;

}

if(xmusuh==60)

{

xmusuh-=1;

}

if(ymusuh==1)

{

ymusuh+=1;

}

if(xplayer==xMusuh && yplayer==yMusuh || xplayer==xmusuh && yplayer==ymusuh) {

srand(time(0));

cout<<"<<PLAYER>>"; cout<<" "<<"ENEMY";

cout<<endl<<"-----------"; cout<<" "<<"-----"<<endl;

cout<< " 0 "; cout<< " "; cout<< " 0 "<<endl;

cout<< " /|-+"; cout<< " "; cout<< "+-|\\"<<endl;

cout<< " / \\"; cout<< " "; cout<< " / \\";

cout<< "\n"<<" "<<hpplayer; cout<< " "; cout<< hpenemy;

cout<< "\n"<<" "<<mp;

cout<< "\n DAMAGE= "<< damageplayer;

cout<< "\n PLAYER TURN";

do{

cout<<"\n MENU: ";

cout<< "\n"<<attack<<". ATTACK";

cout<< "\n"<<skill<< ". SKILL";

cout<< "\n"<<run << ". RUN";

cout<< "\nInput: "; cin>> pilih;

cout<< "==================================="<<endl;

if(pilih==attack)

{

attplayer= 5+5\*(rand()%2\*rand()%6)/5;

hpenemy= hpenemy-attplayer;

cout<<"\n<<PLAYER>>"; cout<<" "<<"ENEMY";

cout<<endl<<"-----------"; cout<<" "<<"-----"<<endl;

cout<< " 0 "; cout<< " "; cout<< " 0 "<<endl;

cout<< " /|-+"; cout<< " "; cout<< "+-|\\"<<endl;

cout<< " / \\"; cout<< " "; cout<< " / \\";

cout<< "\n"<<" "<<hpplayer; cout<< " "; cout<< hpenemy;

cout<< "\n"<<" "<<mp; cout<< " "; cout<< "Attacked,Damage= "<<attplayer<<endl;

cout<< " "; cout<< "ENEMY TURN"<<endl;

int a; cin>>a;

system("CLS");

attenemy= 5+(5\*rand()%2\*rand()%6)/5;

hpplayer= hpplayer-attenemy;

cout<<"<<PLAYER>>"; cout<<" "<<"ENEMY";

cout<<endl<<"-----------"; cout<<" "<<"-----"<<endl;

cout<< " 0 "; cout<< " "; cout<< " 0 "<<endl;

cout<< " /|-+"; cout<< " "; cout<< "+-|\\"<<endl;

cout<< " / \\"; cout<< " "; cout<< " / \\";

cout<< "\n"<<" "<<hpplayer; cout<< " "; cout<< hpenemy;

cout<< "\n"<<" "<<mp;

cout<< "\n DAMAGE= "<< attenemy;

cout<< "\n PLAYER TURN";

}

else if (pilih==skill)

{

if(mp>=5){

mp=mp-5;

skll= 10+10\*(rand()%6)/10\*(rand()%2\*rand()%2);

hpenemy= hpenemy-skll;

cout<<"\n<<PLAYER>>"; cout<<" "<<"ENEMY";

cout<<endl<<"-----------"; cout<<" "<<"-----"<<endl;

cout<< " 0 "; cout<< " "; cout<< " 0 "<<endl;

cout<< " /|-+"; cout<< " "; cout<< "+-|\\"<<endl;

cout<< " / \\"; cout<< " "; cout<< " / \\";

cout<< "\n"<<" "<<hpplayer; cout<< " "; cout<< hpenemy;

cout<< "\n"<<" "<<mp; cout<< " "; cout<< "Attacked,Damage= "<<skll<<endl;

cout<<" "; cout<< "ENEMY TURN"<<endl;

int a; cin>>a;

system("CLS");

attenemy= 5+5\*(rand()%2\*rand()%6)/5;

hpplayer= hpplayer-attenemy;

}

system("CLS");

cout<<"<<PLAYER>>"; cout<<" "<<"ENEMY";

cout<<endl<<"-----------"; cout<<" "<<"-----"<<endl;

cout<< " 0 "; cout<< " "; cout<< " 0 "<<endl;

cout<< " /|-+"; cout<< " "; cout<< "+-|\\"<<endl;

cout<< " / \\"; cout<< " "; cout<< " / \\";

cout<< "\n"<<" "<<hpplayer; cout<< " "; cout<< hpenemy;

cout<< "\n"<<" "<<mp;

cout<< "\n DAMAGE= "<< attenemy;

cout<< "\n PLAYER TURN";

}

}while(hpplayer>0 && hpenemy>0 && pilih!=run);

hpplayer=100,hpenemy=100,mp=20;

damageplayer=0,damageenemy=0;

if(xplayer==xMusuh && yplayer==yMusuh)

{

xMusuh=rand()%57+2;

yMusuh=rand()%57+2;

}

if(xplayer==xmusuh && yplayer==ymusuh)

{

xmusuh=rand()%57+2;

ymusuh=rand()%57+2;

}

if(pilih==run)

{

int yy=rand()%4;

if(yy==0)

{

yplayer=yplayer-3;

}

else if(yy==1)

{

yplayer=yplayer+3;

}

else if(yy==2)

{

xplayer=xplayer+3;

}

else if(yy==3)

{

xplayer=xplayer-3;

}

}

}

system("CLS");

}while (step!='0');

return 0;

}