#include <iostream>

#include <stdlib.h>

#include <time.h>

#include <windows.h>

#include <conio.h>

using namespace std;

int main ()

{

int lebar=15;

int panjang=15;

int xplayer=1;

int yplayer=1;

int xmusuh1,ymusuh1;

int xmusuh2,ymusuh2;

int scoreplayer=0;

int scoremusuh1=-1;

int scoremusuh2=-1;

int gunting=1,batu=2,kertas=3;

int pilihplayer;

int pilihmusuh;

int hpplayer=1,hpmusuh1=1,hpmusuh2=1;

int milidetik=0,detik=0;

char peta[lebar][panjang];

srand(time(0));

xmusuh1=rand()%13+1;

ymusuh1=rand()%13+1;

xmusuh2=rand()%13+1;

ymusuh2=rand()%13+1;

for(int i=0;i<panjang;i++)

{

for(int j=0;j<lebar;j++)

{

peta[j][i]='.';

}

}

do{

milidetik++;

if(milidetik%10==0)

{

detik++;

if(detik%3==0)

{

xmusuh1=rand()%13+1;

ymusuh1=rand()%13+1;

xmusuh2=rand()%13+1;

ymusuh2=rand()%13+1;

}

Sleep(53);

}

cout<< "Score Player : "<<scoreplayer<<endl;

cout<< "Score Musuh 1: "<<scoremusuh1<<endl;

cout<< "Score Musuh 2: "<<scoremusuh2<<endl;

for(int i=0;i<panjang;i++)

{

for(int j=0;j<lebar;j++)

{

cout<<"|";

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

{

cout<< "P";

}

else if(xmusuh1==j && ymusuh1==i)

{

cout<< "M";

if(hpmusuh1==0)

{

xmusuh1=16;

ymusuh1=16;

}

}

else if(xmusuh2==j && ymusuh2==i)

{

cout<< "M";

if(hpmusuh2==0)

{

xmusuh2=16;

ymusuh2=16;

}

}

else{cout<< peta[j][i];}

}

cout<<"|";

cout<< endl;

}

if(GetAsyncKeyState('W'))

{

yplayer--;

if(peta[xplayer][yplayer]=='.')

{

peta[xplayer][yplayer]=' ';

scoreplayer+=1;

}

if(yplayer==-1)

{

yplayer++;

}

}

else if(GetAsyncKeyState('A'))

{

xplayer--;

if(peta[xplayer][yplayer]=='.')

{

peta[xplayer][yplayer]=' ';

scoreplayer+=1;

}

if(xplayer==-1)

{

xplayer++;

}

}

else if(GetAsyncKeyState('S'))

{

yplayer++;

if(peta[xplayer][yplayer]=='.')

{

peta[xplayer][yplayer]=' ';

scoreplayer+=1;

}

if(yplayer==15)

{

yplayer--;

}

}

else if(GetAsyncKeyState('D'))

{

xplayer++;

if(peta[xplayer][yplayer]=='.')

{

peta[xplayer][yplayer]=' ';

scoreplayer+=1;

}

if(xplayer==15)

{

xplayer--;

}

}

if(peta[xmusuh1][ymusuh1]=='.')

{

scoremusuh1+=1;

peta[xmusuh1][ymusuh1]=' ';

}

if(peta[xmusuh2][ymusuh2]=='.')

{

scoremusuh2+=1;

peta[xmusuh2][ymusuh2]=' ';

}

if(xplayer==xmusuh1-1 && yplayer==ymusuh1 || xplayer==xmusuh1+1 && yplayer==ymusuh1 ||

xplayer==xmusuh1 && yplayer==ymusuh1-1 || xplayer==xmusuh1 && yplayer==ymusuh1+1 ||

xplayer==xmusuh2-1 && yplayer==ymusuh2 || xplayer==xmusuh2+1 && yplayer==ymusuh2 ||

xplayer==xmusuh2 && yplayer==ymusuh2-1 || xplayer==xmusuh2 && yplayer==ymusuh2+1)

{

if(xplayer==xmusuh1-1 && yplayer==ymusuh1 || xplayer==xmusuh1+1 && yplayer==ymusuh1 ||

xplayer==xmusuh1 && yplayer==ymusuh1-1 || xplayer==xmusuh1 && yplayer==ymusuh1+1)

{

do{

pilihmusuh=rand()%3+1;

system("CLS");

cout<< "Pilihan: "<<endl;

cout<< gunting<<"."<<"Gunting"<<endl;

cout<< batu<<"."<<"Batu"<<endl;

cout<< kertas<<"."<<"Kertas"<<endl;

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

cout<< "PLAYER"<<endl;

cout<< "Pilihan player: ";

cin>> pilihplayer;

cout<< endl;

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

cout<< "MUSUH"<<endl;

cout<< "Piihan musuh: "<<pilihmusuh;

getch();

if(pilihplayer==gunting && pilihmusuh==3)

{

cout<<endl<<"Player Win!"<<endl;

hpmusuh1-=1;

xmusuh1=16;

ymusuh1=16;

}

if(pilihplayer==batu && pilihmusuh==1)

{

cout<<endl<<"Player Win!"<<endl;

hpmusuh1-=1;

xmusuh1=16;

ymusuh1=16;

}

if(pilihplayer==kertas && pilihmusuh==2)

{

cout<<endl<<"Player Win!"<<endl;

hpmusuh1-=1;

xmusuh1=16;

ymusuh1=16;

}

if(pilihplayer==gunting && pilihmusuh==2)

{

cout<<endl<<"Enemey Win !";

hpplayer-=1;

}

if(pilihplayer==batu && pilihmusuh==3)

{

cout<<endl<<"Enemey Win !";

hpplayer-=1;

}

if(pilihplayer==kertas && pilihmusuh==1)

{

cout<<endl<<"Enemey Win !";

hpplayer-=1;

}

if(pilihplayer==pilihmusuh)

{

cout<<endl<<"DRAW!";

getch();

}

}while(hpplayer!=0 && hpmusuh1!=0);

}

if(hpplayer==0)

{

hpplayer=1;

hpmusuh1=1;

hpmusuh2=1;

xplayer=1;

yplayer=1;

xmusuh1=rand()%13+1;

ymusuh1=rand()%13+1;

xmusuh2=rand()%13+1;

ymusuh2=rand()%13+1;

for(int i=0;i<panjang;i++)

{

for(int j=0;j<lebar;j++)

{

peta[j][i]='.';

}

}

scoreplayer=0;

scoremusuh1=-1;

scoremusuh2=-1;

detik=0;

}

if(xplayer==xmusuh2-1 && yplayer==ymusuh2 || xplayer==xmusuh2+1 && yplayer==ymusuh2 ||

xplayer==xmusuh2 && yplayer==ymusuh2-1 || xplayer==xmusuh2 && yplayer==ymusuh2+1)

{

do{

pilihmusuh=rand()%3+1;

system("CLS");

cout<< "Pilihan: "<<endl;

cout<< gunting<<"."<<"Gunting"<<endl;

cout<< batu<<"."<<"Batu"<<endl;

cout<< kertas<<"."<<"Kertas"<<endl;

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

cout<< "PLAYER"<<endl;

cout<< "Pilihan player: "; cin>> pilihplayer;

cout<< endl;

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

cout<< "MUSUH"<<endl;

cout<< "Piihan musuh: "<<pilihmusuh;

if(pilihplayer==gunting && pilihmusuh==3)

{

cout<<endl<<"Player Win!";

hpmusuh2-=1;

xmusuh2=16;

ymusuh2=16;

}

if(pilihplayer==batu && pilihmusuh==1)

{

cout<<endl<<"Player Win!"<<endl;

hpmusuh2-=1;

xmusuh2=16;

ymusuh2=16;

}

if(pilihplayer==kertas && pilihmusuh==2)

{

cout<<endl<<"Player Win!"<<endl;

hpmusuh2-=1;

xmusuh2=16;

ymusuh2=16;

}

if(pilihplayer==gunting && pilihmusuh==2)

{

cout<<endl<<"Enemey Win !";

hpplayer-=1;

}

if(pilihplayer==batu && pilihmusuh==3)

{

cout<<endl<<"Enemey Win !";

hpplayer-=1;

}

if(pilihplayer==kertas && pilihmusuh==1)

{

cout<<endl<<"Enemey Win !";

hpplayer-=1;

}

if(pilihplayer==pilihmusuh)

{

cout<<endl<<"DRAW!";

getch();

}

}while(hpplayer!=0 && hpmusuh2!=0);

}

if(hpplayer==0)

{

hpplayer=1;

hpmusuh1=1;

hpmusuh2=1;

xplayer=1;

yplayer=1;

xmusuh1=rand()%13+1;

ymusuh1=rand()%13+1;

xmusuh2=rand()%13+1;

ymusuh2=rand()%13+1;

for(int i=0;i<panjang;i++)

{

for(int j=0;j<lebar;j++)

{

peta[j][i]='.';

}

}

scoreplayer=0;

scoremusuh1=-1;

scoremusuh2=-1;

detik=0;

}

getch();

}

while(xmusuh1==xmusuh2 && ymusuh1==ymusuh2)

{

xmusuh1=rand()%13+1;

ymusuh1=rand()%13+1;

xmusuh2=rand()%13+1;

ymusuh2=rand()%13+1;

}

system("CLS");

}while(hpmusuh1!=0 || hpmusuh2!=0);

cout<< "TERIMA KASIH TELAH BERMAIN! ";

return 0;

}