package rpgclass;

import java.util.\*;

public class RPGClass

{

public static void main(String[] args)

{

Scanner input= new Scanner (System.in);

Scanner string= new Scanner (System.in);

int job;

int panjang= 11;

int lebar= 22;

int xhealing= 1;

int yhealing= 6;

int xboss= 20;

int yboss= 9;

int xplayer= 1;

int yplayer= 1;

String step= "";

int ctr\_step= 0;

int turn= 0;

int ctr\_wskill= 0;

String[][] map= new String[panjang][lebar];

System.out.println ("Pilih Hero: ");

System.out.println ("1. Warrior");

System.out.println ("2. Mage");

System.out.println ("3. Range");

System.out.print ("Input: ");

job= input.nextInt();

//hero

unit warrior= new unit();

warrior.setBasic(100);

warrior.setMagic(20);

warrior.setEvasion(0);

warrior.setAcc(90);

warrior.setHP(520);

warrior.setMP(30);

warrior.setHealHP(warrior.getHP());

warrior.setHealMP(warrior.getMP());

warrior.setMPUse(8);

unit mage= new unit();

mage.setBasic(30);

mage.setMagic(200);

mage.setEvasion(10);

mage.setAcc(75);

mage.setHP(360);

mage.setMP(120);

mage.setHealHP(mage.getHP());

mage.setHealMP(mage.getMP());

mage.setMPUse(4);

unit range= new unit();

range.setBasic(70);

range.setMagic(100);

range.setEvasion(5);

range.setAcc(100);

range.setHP(610);

range.setMP(40);

range.setHealHP(range.getHP());

range.setHealMP(range.getMP());

range.setMPUse(5);

//musuh

unit wilddog= new unit();

wilddog.setBasic(32);

wilddog.setMagic(10);

wilddog.setHP(150);

wilddog.setMP(50);

wilddog.setHealHP(wilddog.getHP());

wilddog.setHealMP(wilddog.getMP());

wilddog.setSkill(wilddog.getMagic());

wilddog.setMPUse(40);

unit magicmonster= new unit();

magicmonster.setBasic(7);

magicmonster.setMagic(70);

magicmonster.setHP(200);

magicmonster.setMP(300);

magicmonster.setHealHP(magicmonster.getHP());

magicmonster.setHealMP(magicmonster.getMP());

magicmonster.setSkill(magicmonster.getMagic());

magicmonster.setMPUse(50);

unit boss= new unit();

boss.setBasic(50);

boss.setMagic(20);

boss.setHP(300);

boss.setMP(200);

boss.setMPUse(10);

do{

int chancemusuh= (int)(Math.random()\*10);

int randmusuh= (int)(Math.random()\*2);

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

{

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

{

if(i==0 || i==panjang-1 || j==0 || j==lebar-1)

{

map[i][j]= "#";

}

else

{

map[i][j]= " ";

}

}

}

map[yplayer][xplayer]= "P";

map[yhealing][xhealing]= "H";

map[yboss][xboss]= "B";

if(xplayer>=0 && xplayer<=11)

{

System.out.println ("Map 1");

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

{

for(int j= 0;j<12;j++)

{

System.out.print (map[i][j]);

}

System.out.println ();

}

}

else if(xplayer>11)

{

System.out.println ("Map 2");

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

{

for(int j= 12;j<lebar;j++)

{

System.out.print (map[i][j]);

}

System.out.println ();

}

}

System.out.print ("Move: ");

step= string.nextLine();

//move player

if("w".equals(step) && " ".equals(map[yplayer-1][xplayer]))

{

yplayer--;

ctr\_step++;

}

else if("a".equals(step) && " ".equals(map[yplayer][xplayer-1]))

{

xplayer--;

ctr\_step++;

}

else if("s".equals(step) && " ".equals(map[yplayer+1][xplayer]))

{

yplayer++;

ctr\_step++;

}

else if("d".equals(step) && " ".equals(map[yplayer][xplayer+1]))

{

xplayer++;

ctr\_step++;

}

//cek healing point

if(map[yplayer+1][xplayer].equals(map[yhealing][xhealing]))

{

if(job==1)

{

warrior.setHP(warrior.getHealHP());

warrior.setMP(warrior.getHealMP());

}

else if(job==2)

{

mage.setHP(mage.getHealHP());

mage.setMP(mage.getHealMP());

}

else if(job==3)

{

range.setHP(range.getHealHP());

range.setMP(range.getMP());

}

System.out.println ("HEALING POINT");

}

//battle boss

else if(map[yplayer+1][xplayer].equals(map[yboss][xboss]))

{

int chancemusuhatk;

int play;

//warrior

if(job==1)

{

do{

chancemusuhatk= (int)(Math.random()\*100);

int warracc= (int)(Math.random()\*100);

System.out.println ("BOSS");

System.out.println ("HP: "+boss.getHP()+"/"+"300");

System.out.println ("MP: "+boss.getMP()+"/"+"200");

System.out.println ();

System.out.println ("WARRIOR");

System.out.println ("HP: "+warrior.getHP()+"/"+"520");

System.out.println ("MP: "+warrior.getMP()+"/"+"30");

System.out.println ("1. Attack");

System.out.println ("2. Skill");

System.out.println ("3. Defend");

System.out.print (">>> ");

play= input.nextInt();

System.out.println ();

//attack

if(play==1)

{

if(warracc<=90)

{

boss.setHP(boss.getHP()-warrior.getBasic());

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-boss.getBasic());

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Inreace Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=0)

{

warrior.setHP(warrior.getHP()-boss.getBasic());

}

}

}

else if(warracc>90)

{

System.out.println ("ATTACK MISS!");

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-boss.getBasic());

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Inreace Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=boss.getMPUse())

{

warrior.setHP(warrior.getHP()-boss.getBasic());

}

}

}

turn++;

}

//skill

else if(play==2)

{

if(warrior.getMP()>warrior.getMPUse())

{

if(ctr\_wskill<1)

{

System.out.println ("Warrior use Power Break!");

warrior.setMP(warrior.getMP()-warrior.getMPUse());

boss.setHP(boss.getHP()-warrior.getBasic());

boss.setBasic(boss.getBasic()-(boss.getBasic()\*10/100));

}

else if(ctr\_wskill>=1)

{

System.out.println ("NO EFFECT!");

}

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-boss.getBasic());

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Increase Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=boss.getMPUse())

{

warrior.setHP(warrior.getHP()-boss.getBasic());

}

}

}

else if(warrior.getMP()<=warrior.getMPUse())

{

System.out.println ("MP TIDAK CUKUP");

}

ctr\_wskill++;

turn++;

}

//defend

else if(play==3)

{

int warrdefend= boss.getBasic()\*70/100;

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-(boss.getBasic()-warrdefend));

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Increase Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=boss.getMPUse())

{

warrior.setHP(warrior.getHP()-(boss.getBasic()-warrdefend));

}

}

turn++;

}

//bonus mp

if(turn%3==0)

{

if(warrior.getMP()<30)

{

System.out.println ("Mendapat BONUS MP!");

warrior.setMP(warrior.getMP()+10);

if(warrior.getMP()>30)

{

warrior.setMP(30);

}

}

}

}while(warrior.getHP()>0 && boss.getHP()>0);

if(boss.getHP()<=0)

{

System.out.println ("YOU WIN!");

}

else if(warrior.getHP()<=0)

{

boss.setHP(0);

System.out.println ("GAME OVER!");

}

}

//mage

else if(job==2)

{

do{

chancemusuhatk= (int)(Math.random()\*100);

int mageacc= (int)(Math.random()\*100);

int mageeva= (int)(Math.random()\*100);

System.out.println ("BOSS");

System.out.println ("HP: "+boss.getHP()+"/"+"300");

System.out.println ("MP: "+boss.getMP()+"/"+"200");

System.out.println ();

System.out.println ("MAGE");

System.out.println ("HP: "+mage.getHP()+"/"+"360");

System.out.println ("MP: "+mage.getMP()+"/"+"120");

System.out.println ("1. Attack");

System.out.println ("2. Skill");

System.out.println ("3. Defend");

System.out.print (">>> ");

play= input.nextInt();

System.out.println ();

//attack

if(play==1)

{

if(mageacc<=75)

{

boss.setHP(boss.getHP()-mage.getBasic());

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-boss.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Increase Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=boss.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-boss.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

else if(mageacc>75)

{

System.out.println ("ATTACK MISS!");

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-boss.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS");

}

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Incrase Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=boss.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-boss.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS");

}

}

}

}

turn++;

}

//skill

else if(play==2)

{

if(mage.getMP()>=mage.getMPUse())

{

System.out.println ("Mage use Thunder!");

mage.setMP(mage.getMP()-mage.getMPUse());

boss.setHP(boss.getHP()-mage.getMagic());

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-boss.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Increas Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=boss.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-boss.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

else if(mage.getMP()<=mage.getMPUse())

{

System.out.println ("MP TIDAK CUKUP!");

}

turn++;

}

//defend

else if(play==3)

{

int magedefend= boss.getBasic()\*70/100;

mage.setHP(mage.getHP()-(boss.getBasic()-magedefend));

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-(boss.getBasic()-magedefend));

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Incrase Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=boss.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-(boss.getBasic()-magedefend));

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

turn++;

}

//bonus mp

if(turn%3==0)

{

if(mage.getMP()<120)

{

System.out.println ("Mendapat BONUS MP!");

mage.setMP(mage.getMP()+10);

if(mage.getMP()>120)

{

mage.setMP(120);

}

}

}

}while(mage.getHP()>0 && boss.getHP()>0);

if(boss.getHP()<=0)

{

System.out.println ("YOU WIN!");

}

else if(mage.getHP()<=0)

{

boss.setHP(0);

System.out.println ("GAME OVER!");

}

}

//range

else if(job==3)

{

do{

chancemusuhatk= (int)(Math.random()\*100);

int rangeeva= (int)(Math.random()\*100);

int musuhacc= (int)(Math.random()\*100);

System.out.println ("BOSS");

System.out.println ("HP: "+boss.getHP()+"/"+"300");

System.out.println ("MP: "+boss.getMP()+"/"+"200");

System.out.println ();

System.out.println ("RANGE");

System.out.println ("HP: "+range.getHP()+"/"+"610");

System.out.println ("MP: "+range.getMP()+"/"+"40");

System.out.println ("1. Attack");

System.out.println ("2. Skill");

System.out.println ("3. Defend");

System.out.print (">>> ");

play= input.nextInt();

System.out.println ();

//attack

if(play==1)

{

boss.setHP(boss.getHP()-range.getBasic());

if(chancemusuhatk<=75)

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-boss.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-boss.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Incrase Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=boss.getMPUse())

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-boss.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-boss.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

}

//skill

else if(play==2)

{

turn= 0;

if(range.getMP()>=range.getMPUse())

{

System.out.println ("Range use Blind Attack!");

range.setMP(range.getMP()-range.getMPUse());

if(chancemusuhatk<=75)

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-boss.getHP());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-boss.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

else if(range.getMP()<=range.getMPUse())

{

System.out.println ("MP TIDAK CUKUP!");

}

turn++;

}

//defend

else if(play==3)

{

int rangedefend= boss.getBasic()\*70/100;

range.setHP(range.getHP()-(boss.getBasic()-rangedefend));

if(chancemusuhatk<=75)

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>10)

{

range.setHP(range.getHP()-(boss.getBasic()-rangedefend));

}

else if(rangeeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>10)

{

range.setHP(range.getHP()-(boss.getBasic()-rangedefend));

}

else if(rangeeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

else if(chancemusuhatk>75)

{

if(boss.getMP()>=boss.getMPUse())

{

System.out.println ("Boss use Increase Attack!");

boss.setMP(boss.getMP()-boss.getMPUse());

boss.setBasic(boss.getBasic()+5);

}

else if(boss.getMP()<=boss.getMPUse())

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>10)

{

range.setHP(range.getHP()-(boss.getBasic()-rangedefend));

}

else if(rangeeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>10)

{

range.setHP(range.getHP()-(boss.getBasic()-rangedefend));

}

else if(rangeeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

turn++;

}

//bonus mp

if(turn%3==0)

{

if(range.getMP()<40)

{

System.out.println ("Mendapatkan BONUS MP!");

range.setMP(range.getMP()+10);

if(range.getMP()>40)

{

range.setMP(40);

}

}

}

}while(range.getHP()>0 && boss.getHP()>0);

if(boss.getHP()<=0)

{

System.out.println ("YOU WIN!");

}

else if(range.getHP()<=0)

{

boss.setHP(0);

System.out.println ("GAME OVER!");

}

}

}

//spawn musuh 1 dan 2

if(ctr\_step>5)

{

if(chancemusuh<=5)

{

int play;

int chancemusuhatk;

//wild dog

if(randmusuh==0)

{

//warrior

if(job==1)

{

do{

chancemusuhatk= (int)(Math.random()\*100);

int warracc= (int)(Math.random()\*100);

System.out.println ("WILD DOG");

System.out.println ("HP: "+wilddog.getHP()+"/"+"150");

System.out.println ("MP: "+wilddog.getMP()+"/"+"50");

System.out.println ();

System.out.println ("WARRIOR");

System.out.println ("HP: "+warrior.getHP()+"/"+"520");

System.out.println ("MP: "+warrior.getMP()+"/"+"30");

System.out.println ("1. Attack");

System.out.println ("2. Skill");

System.out.println ("3. Defend");

System.out.print (">>> ");

play= input.nextInt();

System.out.println ();

//attack

if(play==1)

{

if(warracc<=90)

{

wilddog.setHP(wilddog.getHP()-warrior.getBasic());

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-wilddog.getBasic());

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

warrior.setHP(warrior.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

warrior.setHP(warrior.getHP()-wilddog.getBasic());

}

}

}

else if(warracc>90)

{

System.out.println ("ATTACK MISS!");

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-wilddog.getBasic());

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

warrior.setHP(warrior.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

warrior.setHP(warrior.getHP()-wilddog.getBasic());

}

}

}

turn++;

}

//skill

else if(play==2)

{

if(warrior.getMP()>=warrior.getMPUse())

{

if(ctr\_wskill<1)

{

System.out.println ("Warrior use Power Break!");

warrior.setMP(warrior.getMP()-warrior.getMPUse());

wilddog.setHP(wilddog.getHP()-warrior.getBasic());

wilddog.setBasic(wilddog.getBasic()-(wilddog.getBasic()\*10/100));

}

else if(ctr\_wskill>=1)

{

System.out.println ("NO EFFECT!");

}

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-wilddog.getBasic());

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

warrior.setHP(warrior.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

warrior.setHP(warrior.getHP()-wilddog.getBasic());

}

}

}

else if(warrior.getMP()<=warrior.getMPUse())

{

System.out.println ("MP TIDAK CUKUP!");

}

ctr\_wskill++;

turn++;

}

//defend

else if(play==3)

{

int warrdefend= wilddog.getBasic()\*70/100;

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-(wilddog.getBasic()-warrdefend));

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

warrior.setHP(warrior.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

warrior.setHP(warrior.getHP()-(wilddog.getBasic()-warrdefend));

}

}

turn++;

}

//bonus mp

if(turn%3==0)

{

if(warrior.getMP()<30)

{

System.out.println ("Mendapat BONUS MP!");

warrior.setMP(warrior.getMP()+10);

if(warrior.getMP()>30)

{

warrior.setMP(30);

}

}

}

}while(warrior.getHP()>0 && wilddog.getHP()>0);

if(wilddog.getHP()<=0)

{

ctr\_wskill= 0;

ctr\_step= 0;

turn= 0;

wilddog.setHP(wilddog.getHealHP());

wilddog.setMP(wilddog.getHealMP());

}

else if(warrior.getHP()<=0)

{

boss.setHP(0);

System.out.println ("GAME OVER!");

}

}

//mage

else if(job==2)

{

do{

chancemusuhatk= (int)(Math.random()\*100);

int mageacc= (int)(Math.random()\*100);

int mageeva= (int)(Math.random()\*100);

System.out.println ("WILD DOG");

System.out.println ("HP: "+wilddog.getHP()+"/"+"150");

System.out.println ("MP: "+wilddog.getMP()+"/"+"50");

System.out.println ();

System.out.println ("MAGE");

System.out.println ("HP: "+mage.getHP()+"/"+"360");

System.out.println ("MP: "+mage.getMP()+"/"+"120");

System.out.println ("1. Attack");

System.out.println ("2. Skill");

System.out.println ("3. Defend");

System.out.print (">>> ");

play= input.nextInt();

System.out.println ();

//attack

if(play==1)

{

if(mageacc<=75)

{

wilddog.setHP(wilddog.getHP()-mage.getBasic());

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-wilddog.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

mage.setHP(mage.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-wilddog.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

else if(mageacc>75)

{

System.out.println ("ATTACK MISS!");

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-wilddog.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

mage.setHP(mage.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-wilddog.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

turn++;

}

//skill

else if(play==2)

{

if(mage.getMP()>mage.getMPUse())

{

System.out.println ("Mage use Magic Ball!");

mage.setMP(mage.getMP()-mage.getMPUse());

wilddog.setHP(wilddog.getHP()-mage.getMagic());

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-wilddog.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

mage.setHP(mage.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-wilddog.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

else if(mage.getMP()<=mage.getMPUse())

{

System.out.println ("MP TIDAK CUKUP!");

}

turn++;

}

//defend

else if(play==3)

{

int magedefend= wilddog.getBasic()\*70/100;

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-(wilddog.getBasic()-magedefend));

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

mage.setHP(mage.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-(wilddog.getBasic()-magedefend));

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

turn++;

}

//bonus mp

if(turn%3==0)

{

if(mage.getMP()<120)

{

System.out.println ("Mendapat BONUS MP!");

mage.setMP(mage.getMP()+10);

if(mage.getHP()>120)

{

mage.setHP(120);

}

}

}

}while(mage.getHP()>0 && wilddog.getHP()>0);

if(wilddog.getHP()<=0)

{

ctr\_step= 0;

turn= 0;

wilddog.setHP(wilddog.getHealHP());

wilddog.setMP(wilddog.getHealMP());

}

else if(mage.getHP()<=0)

{

boss.setHP(0);

System.out.println ("GAME OVER!");

}

}

//range

else if(job==3)

{

do{

chancemusuhatk= (int)(Math.random()\*100);

int rangeeva= (int)(Math.random()\*100);

int musuhacc= (int)(Math.random()\*100);

System.out.println ("WILD DOG");

System.out.println ("HP: "+wilddog.getHP()+"/"+"150");

System.out.println ("MP: "+wilddog.getMP()+"/"+"50");

System.out.println ();

System.out.println ("RANGE");

System.out.println ("HP: "+range.getHP()+"/"+"610");

System.out.println ("MP: "+range.getMP()+"/"+"40");

System.out.println ("1. Attack");

System.out.println ("2. Skill");

System.out.println ("3. Defend");

System.out.print (">>> ");

play= input.nextInt();

System.out.println ();

//attack

if(play==1)

{

wilddog.setHP(wilddog.getHP()-range.getBasic());

if(chancemusuhatk<=75)

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-wilddog.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-wilddog.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

range.setHP(range.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-wilddog.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-wilddog.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

turn++;

}

//skill

else if(play==2)

{

turn= 0;

if(range.getMP()>=range.getMPUse())

{

System.out.println ("Range use Blind Attack!");

range.setMP(range.getMP()-range.getMPUse());

if(chancemusuhatk<=75)

{

if(turn<3)

{

if(musuhacc<3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-wilddog.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>=3)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-wilddog.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

range.setHP(range.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-wilddog.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-wilddog.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

}

else if(range.getMP()<=0)

{

System.out.println ("MP TIDAK CUKUP!");

}

turn++;

}

//defend

else if(play==3)

{

int rangedefend= wilddog.getBasic()\*70/100;

if(chancemusuhatk<=75)

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-(wilddog.getBasic()-rangedefend));

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-(wilddog.getBasic()-rangedefend));

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

else if(chancemusuhatk>75)

{

if(wilddog.getMP()>=wilddog.getMPUse())

{

System.out.println ("Wild Dog use Fire Torch!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

range.setHP(range.getHP()-wilddog.getSkill());

}

else if(wilddog.getMP()<=wilddog.getMPUse())

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-(wilddog.getBasic()-rangedefend));

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-(wilddog.getBasic()-rangedefend));

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

turn++;

}

//bonus mp

if(turn%3==0)

{

if(range.getMP()<40)

{

System.out.println ("Mendapat BONUS MP!");

range.setMP(range.getMP()+10);

if(range.getMP()>40)

{

range.setMP(40);

}

}

}

}while(range.getHP()>0 && wilddog.getHP()>0);

if(wilddog.getHP()<=0)

{

ctr\_step= 0;

turn= 0;

wilddog.setHP(wilddog.getHealHP());

wilddog.setMP(wilddog.getHealMP());

}

else if(range.getHP()<=0)

{

boss.setHP(0);

System.out.println ("GAME OVER!");

}

}

}

//magicmonster

else if(randmusuh==1)

{

//warrior

if(job==1)

{

do{

chancemusuhatk= (int)(Math.random()\*100);

int warracc= (int)(Math.random()\*100);

System.out.println ("MAGIC MONSTER");

System.out.println ("HP: "+magicmonster.getHP()+"/"+"200");

System.out.println ("MP: "+magicmonster.getMP()+"/"+"300");

System.out.println ();

System.out.println ("WARRIOR");

System.out.println ("HP: "+warrior.getHP()+"/"+"520");

System.out.println ("MP: "+warrior.getMP()+"/"+"30");

System.out.println ("1. Attack");

System.out.println ("2. Skill");

System.out.println ("3. Defend");

System.out.print (">>> ");

play= input.nextInt();

System.out.println ();

//attack

if(play==1)

{

if(warracc<=90)

{

magicmonster.setHP(magicmonster.getHP()-warrior.getBasic());

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-magicmonster.getBasic());

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

warrior.setHP(warrior.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

warrior.setHP(warrior.getHP()-magicmonster.getBasic());

}

}

}

else if(warracc>90)

{

System.out.println ("ATTACK MISS!");

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-magicmonster.getBasic());

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

warrior.setHP(warrior.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

warrior.setHP(warrior.getHP()-magicmonster.getBasic());

}

}

}

turn++;

}

//skill

else if(play==2)

{

if(warrior.getMP()>=warrior.getMPUse())

{

if(ctr\_wskill<1)

{

System.out.println ("Warrior use Power Break!");

warrior.setMP(warrior.getMP()-warrior.getMPUse());

magicmonster.setHP(magicmonster.getHP()-warrior.getBasic());

magicmonster.setBasic(magicmonster.getBasic()-(magicmonster.getBasic()\*10/100));

}

else if(ctr\_wskill>=1)

{

System.out.println ("NO EFFECT!");

}

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-magicmonster.getBasic());

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

warrior.setHP(warrior.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

warrior.setHP(warrior.getHP()-magicmonster.getBasic());

}

}

}

else if(warrior.getMP()<=warrior.getMPUse())

{

System.out.println ("MP TIDAK CUKUP!");

}

ctr\_wskill++;

turn++;

}

//defend

else if(play==3)

{

int warrdefend= magicmonster.getBasic()\*70/100;

if(chancemusuhatk<=75)

{

warrior.setHP(warrior.getHP()-(magicmonster.getBasic()-warrdefend));

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

warrior.setHP(warrior.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

warrior.setHP(warrior.getHP()-(magicmonster.getBasic()-warrdefend));

}

}

turn++;

}

//bonus mp

if(turn%3==0)

{

if(warrior.getMP()<30)

{

System.out.println ("Mendapat BONUS MP!");

warrior.setMP(warrior.getMP()+10);

if(warrior.getMP()>30)

{

warrior.setMP(30);

}

}

}

}while(warrior.getHP()>0 && magicmonster.getHP()>0);

if(magicmonster.getHP()<=0)

{

ctr\_wskill= 0;

ctr\_step= 0;

turn= 0;

magicmonster.setHP(magicmonster.getHealHP());

magicmonster.setMP(magicmonster.getHealMP());

}

else if(warrior.getHP()<=0)

{

boss.setHP(0);

System.out.println ("GAME OVER!");

}

}

}

//mage

else if(job==2)

{

do{

chancemusuhatk= (int)(Math.random()\*100);

int mageacc= (int)(Math.random()\*100);

int mageeva= (int)(Math.random()\*100);

System.out.println ("MAGIC MONSTER");

System.out.println ("HP: "+magicmonster.getHP()+"/"+"200");

System.out.println ("MP: "+magicmonster.getMP()+"/"+"300");

System.out.println ();

System.out.println ("MAGE");

System.out.println ("HP: "+mage.getHP()+"/"+"360");

System.out.println ("MP: "+mage.getMP()+"/"+"120");

System.out.println ("1. Attack");

System.out.println ("2. Skill");

System.out.println ("3. Defend");

System.out.print (">>> ");

play= input.nextInt();

System.out.println ();

//attack

if(play==1)

{

if(mageacc<=75)

{

magicmonster.setHP(magicmonster.getHP()-mage.getBasic());

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-magicmonster.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Fire Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

mage.setHP(mage.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-magicmonster.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

else if(mageacc>75)

{

System.out.println ("ATTACK MISS!");

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-magicmonster.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

wilddog.setMP(wilddog.getMP()-wilddog.getMPUse());

mage.setHP(mage.getHP()-wilddog.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-magicmonster.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

turn++;

}

//skill

else if(play==2)

{

if(mage.getMP()>=mage.getMPUse())

{

System.out.println ("Mage use Magic Ball!");

mage.setMP(mage.getMP()-mage.getMPUse());

magicmonster.setHP(magicmonster.getHP()-mage.getMagic());

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-magicmonster.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

mage.setHP(mage.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-magicmonster.getBasic());

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

else if(mage.getMP()<=mage.getMPUse())

{

System.out.println ("MP TIDAK CUKUP!");

}

turn++;

}

//defend

else if(play==3)

{

int magedefend= magicmonster.getBasic()\*70/100;

if(chancemusuhatk<=75)

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-(magicmonster.getBasic()-magedefend));

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

mage.setHP(mage.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

if(mageeva>10)

{

mage.setHP(mage.getHP()-(magicmonster.getBasic()-magedefend));

}

else if(mageeva<=10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

turn++;

}

//bonus mp

if(turn%3==0)

{

if(mage.getMP()<120)

{

System.out.println ("Mendapat BONUS MP!");

mage.setMP(mage.getMP()+10);

if(mage.getMP()>120)

{

mage.setMP(120);

}

}

}

}while(mage.getHP()>0 && magicmonster.getHP()>0);

if(magicmonster.getHP()<=0)

{

ctr\_step= 0;

turn= 0;

magicmonster.setHP(magicmonster.getHealHP());

magicmonster.setMP(magicmonster.getHealMP());

}

else if(mage.getHP()<=0)

{

boss.setHP(0);

System.out.println ("GAME OVER!");

}

}

//range

else if(job==3)

{

do{

chancemusuhatk= (int)(Math.random()\*100);

int rangeeva= (int)(Math.random()\*100);

int musuhacc= (int)(Math.random()\*100);

System.out.println ("MAGIC MONSTER");

System.out.println ("HP: "+magicmonster.getHP()+"/"+"200");

System.out.println ("MP: "+magicmonster.getMP()+"/"+"300");

System.out.println ();

System.out.println ("RANGE");

System.out.println ("HP: "+range.getHP()+"/"+"610");

System.out.println ("MP: "+range.getMP()+"/"+"40");

System.out.println ("1. Attack");

System.out.println ("2. Skill");

System.out.println ("3. Defend");

System.out.print (">>> ");

play= input.nextInt();

System.out.println ();

//attack

if(play==1)

{

magicmonster.setHP(magicmonster.getHP()-range.getBasic());

if(chancemusuhatk<=75)

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-magicmonster.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-magicmonster.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

range.setHP(range.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-magicmonster.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-magicmonster.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

}

turn++;

}

//skill

else if(play==2)

{

turn= 0;

if(range.getMP()>=range.getMPUse())

{

System.out.println ("Range use Blind Attack!");

range.setMP(range.getMP()-range.getMPUse());

if(chancemusuhatk<=75)

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-magicmonster.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-magicmonster.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

range.setHP(range.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-magicmonster.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-magicmonster.getBasic());

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

}

else if(range.getMP()<=range.getMPUse())

{

System.out.println ("MP TIDAK CUKUP!");

}

turn++;

}

//defend

else if(play==3)

{

int rangedefend= magicmonster.getBasic()\*70/100;

if(chancemusuhatk<=75)

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-(magicmonster.getBasic()-rangedefend));

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-(magicmonster.getBasic()-rangedefend));

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

else if(chancemusuhatk>75)

{

if(magicmonster.getMP()>=magicmonster.getMPUse())

{

System.out.println ("Magic Monster use Thunder!");

magicmonster.setMP(magicmonster.getMP()-magicmonster.getMPUse());

range.setHP(range.getHP()-magicmonster.getSkill());

}

else if(magicmonster.getMP()<=magicmonster.getMPUse())

{

if(turn<3)

{

if(musuhacc<=10)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-(magicmonster.getBasic()-rangedefend));

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(musuhacc>10)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

else if(turn>=3)

{

if(rangeeva>5)

{

range.setHP(range.getHP()-(magicmonster.getBasic()-rangedefend));

}

else if(rangeeva<=5)

{

System.out.println ("ENEMY ATTACK MISS!");

}

}

}

}

turn++;

}

//bonus mp

if(turn%3==0)

{

if(range.getMP()<40)

{

System.out.println ("Mendapat BONUS MP!");

range.setMP(range.getMP()+10);

if(range.getMP()>40)

{

range.setMP(40);

}

}

}

}while(range.getHP()>0 && magicmonster.getHP()>0);

if(magicmonster.getHP()<=0)

{

ctr\_step= 0;

turn= 0;

magicmonster.setHP(magicmonster.getHealHP());

magicmonster.setMP(magicmonster.getHealMP());

}

else if(range.getHP()<=0)

{

boss.setHP(0);

System.out.println ("GAME OVER!");

}

}

}

}

}while(boss.getHP()>0);

}

}

class unit

{

private int basic\_atk;

private int magic\_atk;

private int evasion;

private int acc;

private int hp;

private int mp;

private int healhp;

private int healmp;

private int skill;

private int mpuse;

void setBasic(int basic)

{

this.basic\_atk= basic;

}

void setMagic(int magic)

{

this.magic\_atk= magic;

}

void setEvasion(int evasion)

{

this.evasion= evasion;

}

void setAcc(int scc)

{

this.acc= acc;

}

void setHP(int hp)

{

this.hp= hp;

}

void setMP(int mp)

{

this.mp= mp;

}

void setSkill(int skill)

{

this.skill= skill;

}

void setHealHP(int healhp)

{

this.healhp= healhp;

}

void setHealMP(int healmp)

{

this.healmp= healmp;

}

void setMPUse(int mpuse)

{

this.mpuse= mpuse;

}

int getBasic()

{

return this.basic\_atk;

}

int getMagic()

{

return this.magic\_atk;

}

int getEvasion()

{

return this.evasion;

}

int getHP()

{

return this.hp;

}

int getMP()

{

return this.mp;

}

int getSkill()

{

return this.skill;

}

int getHealHP()

{

return this.healhp;

}

int getHealMP()

{

return this.healmp;

}

int getMPUse()

{

return this.mpuse;

}

}