package tugasprakw3;

import java.util.\*;

public class TugasPrakW3 {

static int ctrbuy= 0;

public static void main(String[] args) {

Scanner input= new Scanner (System.in);

Scanner string= new Scanner (System.in);

int chero= 0,turn= 0;

int menu,job,gold= 800,action,sp,skill;

int panjang= 33,lebar= 33;

int xhero= 1,yhero= 1;

int xhealing= 16,yhealing= 16;

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

ArrayList<hero> hero= new ArrayList<>();

ArrayList<villain> monster1= new ArrayList<>();

ArrayList<villain> monster2= new ArrayList<>();

ArrayList<villain> monster3= new ArrayList<>();

ArrayList<villain> monster4= new ArrayList<>();

ArrayList<villain> monster5= new ArrayList<>();

ArrayList<villain> monster6= new ArrayList<>();

ArrayList<villain> monster7= new ArrayList<>();

ArrayList<villain> monster8= new ArrayList<>();

ArrayList<villain> monster9= new ArrayList<>();

ArrayList<villain> boss= new ArrayList<>();

String step= "";

int typem,acch,dmgh,defh;

int actionv,dmgv,accv;

int ctrpb= 0,ctrb= 99,ctrs= 99;

Random r= new Random();

do{

System.out.println ("Gold: "+gold+"G");

System.out.println ("1. Start Playing");

System.out.println ("2. Beli Hero ("+ctrbuy+"/12)");

System.out.println ("3. Lihat Hero");

System.out.println ("4. Exit");

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

menu= input.nextInt();

if(menu==1) {

if(ctrbuy>0) {

//monster

for(int i= 0;i<5;i++) {

typem= (int)(Math.random()\*4);

monster1.add(new villain(typem));

monster2.add(new villain(typem));

monster3.add(new villain(typem));

monster4.add(new villain(typem));

monster5.add(new villain(typem));

monster6.add(new villain(typem));

monster7.add(new villain(typem));

monster8.add(new villain(typem));

monster9.add(new villain(typem));

}

//koordinat monster

//map 1

for(int i= 0;i<monster1.size();i++) {

int x= r.nextInt(8)+2;

int y= r.nextInt(8)+2;

monster1.get(i).setXm1(x);

monster1.get(i).setYm1(y);

}

//map 2

for(int i= 0;i<monster2.size();i++) {

int x= r.nextInt(8)+12;

int y= r.nextInt(8)+2;

monster2.get(i).setXm2(x);

monster2.get(i).setYm2(y);

}

//map 3

for(int i= 0;i<monster3.size();i++) {

int x= r.nextInt(8)+23;

int y= r.nextInt(8)+2;

monster3.get(i).setXm3(x);

monster3.get(i).setYm3(y);

}

//map 4

for(int i= 0;i<monster4.size();i++) {

int x= r.nextInt(8)+2;

int y= r.nextInt(7)+12;

monster4.get(i).setXm4(x);

monster4.get(i).setYm4(y);

}

//map 5

for(int i= 0;i<monster5.size();i++) {

int x= r.nextInt(8)+12;

int y= r.nextInt(7)+12;

monster5.get(i).setXm5(x);

monster5.get(i).setYm5(y);

}

//map 6

for(int i= 0;i<monster6.size();i++) {

int x= r.nextInt(8)+23;

int y= r.nextInt(7)+12;

monster6.get(i).setXm6(x);

monster6.get(i).setYm6(y);

}

//map 7

for(int i= 0;i<monster7.size();i++) {

int x= r.nextInt(8)+2;

int y= r.nextInt(9)+22;

monster7.get(i).setXm7(x);

monster7.get(i).setYm7(y);

}

//map 8

for(int i= 0;i<monster8.size();i++) {

int x= r.nextInt(8)+12;

int y= r.nextInt(9)+22;

monster8.get(i).setXm8(x);

monster8.get(i).setYm8(y);

}

//map 9

for(int i= 0;i<monster9.size();i++) {

int x= r.nextInt(8)+23;

int y= r.nextInt(9)+22;

monster9.get(i).setXm9(x);

monster9.get(i).setYm9(y);

}

//boss

for(int i= 0;i<5;i++) {

boss.add(new villain());

}

boss.get(0).setXb(31);

boss.get(0).setYb(5);

boss.get(1).setXb(31);

boss.get(1).setYb(16);

boss.get(2).setXb(31);

boss.get(2).setYb(26);

boss.get(3).setXb(16);

boss.get(3).setYb(31);

boss.get(4).setXb(5);

boss.get(4).setYb(31);

//init map

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]= " ";

}

}

do{

//pindah map

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

map[yhero][xhero]= hero.get(chero).getIcon();

for(int i= 0;i<boss.size();i++) {

map[boss.get(i).getYb()][boss.get(i).getXb()]= boss.get(i).getIcon();

}

if((xhero>=0 && xhero<=10) && (yhero>=0 && yhero<=10)) {

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

//rand mons2

for(int i= 0;i<monster2.size();i++) {

map[monster2.get(i).getYm2()][monster2.get(i).getXm2()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(8)+2;

monster2.get(i).setXm2(x);

monster2.get(i).setYm2(y);

}

//rand mons4

for(int i= 0;i<monster4.size();i++) {

map[monster4.get(i).getYm4()][monster4.get(i).getXm4()]= " ";

int x= r.nextInt(8)+2;

int y= r.nextInt(7)+12;

monster4.get(i).setXm4(x);

monster4.get(i).setYm4(y);

}

for(int i= 0;i<monster1.size();i++) {

map[monster1.get(i).getYm1()][monster1.get(i).getXm1()]= monster1.get(i).getIcon();

}

for(int i= 0;i<=10;i++) {

for(int j= 0;j<=10;j++) {

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

}

System.out.println ();

}

}

else if((xhero>10 && xhero<=21) && (yhero>=0 && yhero<=10)) {

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

//rand mons1

for(int i= 0;i<monster1.size();i++) {

map[monster1.get(i).getYm1()][monster1.get(i).getXm1()]= " ";

int x= r.nextInt(8)+2;

int y= r.nextInt(8)+2;

monster1.get(i).setXm1(x);

monster1.get(i).setYm1(y);

}

//rand mons3

for(int i= 0;i<monster3.size();i++) {

map[monster3.get(i).getYm3()][monster3.get(i).getXm3()]= " ";

int x= r.nextInt(8)+23;

int y= r.nextInt(8)+2;

monster3.get(i).setXm3(x);

monster3.get(i).setYm3(y);

}

//rand mons5

for(int i= 0;i<monster5.size();i++) {

map[monster5.get(i).getYm5()][monster5.get(i).getXm5()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(7)+12;

monster5.get(i).setXm5(x);

monster5.get(i).setYm5(y);

}

for(int i= 0;i<monster2.size();i++) {

map[monster2.get(i).getYm2()][monster2.get(i).getXm2()]= monster2.get(i).getIcon();

}

for(int i= 0;i<=10;i++) {

for(int j= 11;j<=21;j++) {

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

}

System.out.println ();

}

}

else if((xhero>21 && xhero<lebar) && (yhero>=0 && yhero<=10)) {

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

//rand mons2

for(int i= 0;i<monster2.size();i++) {

map[monster2.get(i).getYm2()][monster2.get(i).getXm2()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(8)+2;

monster2.get(i).setXm2(x);

monster2.get(i).setYm2(y);

}

//rand mons6

for(int i= 0;i<monster6.size();i++) {

map[monster6.get(i).getYm6()][monster6.get(i).getXm6()]= " ";

int x= r.nextInt(8)+23;

int y= r.nextInt(7)+12;

monster6.get(i).setXm6(x);

monster6.get(i).setYm6(y);

}

for(int i= 0;i<monster3.size();i++) {

map[monster3.get(i).getYm3()][monster3.get(i).getXm3()]= monster3.get(i).getIcon();

}

for(int i= 0;i<=10;i++) {

for(int j= 22;j<lebar;j++) {

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

}

System.out.println ();

}

}

else if((xhero>=0 && xhero<=10) && (yhero>10 && yhero<=20)) {

System.out.println ("Map 4");

//rand mons1

for(int i= 0;i<monster1.size();i++) {

map[monster1.get(i).getYm1()][monster1.get(i).getXm1()]= " ";

int x= r.nextInt(8)+2;

int y= r.nextInt(8)+2;

monster1.get(i).setXm1(x);

monster1.get(i).setYm1(y);

}

//rand mons5

for(int i= 0;i<monster5.size();i++) {

map[monster5.get(i).getYm5()][monster5.get(i).getXm5()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(7)+12;

monster5.get(i).setXm5(x);

monster5.get(i).setYm5(y);

}

//rand mons7

for(int i= 0;i<monster7.size();i++) {

map[monster7.get(i).getYm7()][monster7.get(i).getXm7()]= " ";

int x= r.nextInt(8)+2;

int y= r.nextInt(9)+22;

monster7.get(i).setXm7(x);

monster7.get(i).setYm7(y);

}

for(int i= 0;i<monster4.size();i++) {

map[monster4.get(i).getYm4()][monster4.get(i).getXm4()]= monster4.get(i).getIcon();

}

for(int i=11;i<=20;i++) {

for(int j= 0;j<=10;j++) {

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

}

System.out.println ();

}

}

else if((xhero>10 && xhero<=21) && (yhero>10 && yhero<=20)) {

System.out.println ("Map 5");

//rand mons2

for(int i= 0;i<monster2.size();i++) {

map[monster2.get(i).getYm2()][monster2.get(i).getXm2()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(8)+2;

monster2.get(i).setXm2(x);

monster2.get(i).setYm2(y);

}

//rand mons4

for(int i= 0;i<monster4.size();i++) {

map[monster4.get(i).getYm4()][monster4.get(i).getXm4()]= " ";

int x= r.nextInt(8)+2;

int y= r.nextInt(7)+12;

monster4.get(i).setXm4(x);

monster4.get(i).setYm4(y);

}

//rand mon6

for(int i= 0;i<monster6.size();i++) {

map[monster6.get(i).getYm6()][monster6.get(i).getXm6()]= " ";

int x= r.nextInt(8)+23;

int y= r.nextInt(7)+12;

monster6.get(i).setXm6(x);

monster6.get(i).setYm6(y);

}

//rand mons8

for(int i= 0;i<monster8.size();i++) {

map[monster8.get(i).getYm8()][monster8.get(i).getXm8()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(9)+22;

monster8.get(i).setXm8(x);

monster8.get(i).setYm8(y);

}

for(int i= 0;i<monster5.size();i++) {

map[monster5.get(i).getYm5()][monster5.get(i).getXm5()]= monster5.get(i).getIcon();

}

for(int i= 11;i<=20;i++) {

for(int j= 11;j<=21;j++) {

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

}

System.out.println ();

}

}

else if((xhero>21 && xhero<lebar) && (yhero>10 && yhero<=20)) {

System.out.println ("Map 6");

//rand mons3

for(int i= 0;i<monster3.size();i++) {

map[monster3.get(i).getYm3()][monster3.get(i).getXm3()]= " ";

int x= r.nextInt(8)+23;

int y= r.nextInt(8)+2;

monster3.get(i).setXm3(x);

monster3.get(i).setYm3(y);

}

//rand mons5

for(int i= 0;i<monster5.size();i++) {

map[monster5.get(i).getYm5()][monster5.get(i).getXm5()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(7)+12;

monster5.get(i).setXm5(x);

monster5.get(i).setYm5(y);

}

//rand mons9

for(int i= 0;i<monster9.size();i++) {

map[monster9.get(i).getYm9()][monster9.get(i).getXm9()]= " ";

int x= r.nextInt(8)+23;

int y= r.nextInt(9)+22;

monster9.get(i).setXm9(x);

monster9.get(i).setYm9(y);

}

for(int i= 0;i<monster6.size();i++) {

map[monster6.get(i).getYm6()][monster6.get(i).getXm6()]= monster6.get(i).getIcon();

}

for(int i= 11;i<=20;i++) {

for(int j= 22;j<lebar;j++) {

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

}

System.out.println ();

}

}

else if((xhero>=0 && xhero<=10) && (yhero>20 && yhero<panjang)) {

System.out.println ("Map 7");

//rand mons4

for(int i= 0;i<monster4.size();i++) {

map[monster4.get(i).getYm4()][monster4.get(i).getXm4()]= " ";

int x= r.nextInt(8)+2;

int y= r.nextInt(7)+12;

monster4.get(i).setXm4(x);

monster4.get(i).setYm4(y);

}

//rand mons8

for(int i= 0;i<monster8.size();i++) {

map[monster8.get(i).getYm8()][monster8.get(i).getXm8()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(9)+22;

monster8.get(i).setXm8(x);

monster8.get(i).setYm8(y);

}

for(int i= 0;i<monster7.size();i++) {

map[monster7.get(i).getYm7()][monster7.get(i).getXm7()]= monster7.get(i).getIcon();

}

for(int i= 21;i<panjang;i++) {

for(int j= 0;j<=10;j++) {

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

}

System.out.println ();

}

}

else if((xhero>10 && xhero<=21) && (yhero>20 && yhero<panjang)) {

System.out.println ("Map 8");

//rand mons5

for(int i= 0;i<monster5.size();i++) {

map[monster5.get(i).getYm5()][monster5.get(i).getXm5()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(7)+12;

monster5.get(i).setXm5(x);

monster5.get(i).setYm5(y);

}

//rand mons7

for(int i= 0;i<monster7.size();i++) {

map[monster7.get(i).getYm7()][monster7.get(i).getXm7()]= " ";

int x= r.nextInt(8)+2;

int y= r.nextInt(9)+22;

monster7.get(i).setXm7(x);

monster7.get(i).setYm7(y);

}

//rand mons9

for(int i= 0;i<monster9.size();i++) {

map[monster9.get(i).getYm9()][monster9.get(i).getXm9()]= " ";

int x= r.nextInt(8)+23;

int y= r.nextInt(9)+22;

monster9.get(i).setXm9(x);

monster9.get(i).setYm9(y);

}

for(int i= 0;i<monster8.size();i++) {

map[monster8.get(i).getYm8()][monster8.get(i).getXm8()]= monster8.get(i).getIcon();

}

for(int i= 21;i<panjang;i++) {

for(int j= 11;j<=21;j++) {

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

}

System.out.println ();

}

}

else if((xhero>21 && xhero<lebar) && (yhero>20 && yhero<panjang)) {

System.out.println ("Map 9");

//rand mon6

for(int i= 0;i<monster6.size();i++) {

map[monster6.get(i).getYm6()][monster6.get(i).getXm6()]= " ";

int x= r.nextInt(8)+23;

int y= r.nextInt(7)+12;

monster6.get(i).setXm6(x);

monster6.get(i).setYm6(y);

}

//rand mons8

for(int i= 0;i<monster8.size();i++) {

map[monster8.get(i).getYm8()][monster8.get(i).getXm8()]= " ";

int x= r.nextInt(8)+12;

int y= r.nextInt(9)+22;

monster8.get(i).setXm8(x);

monster8.get(i).setYm8(y);

}

for(int i= 0;i<monster9.size();i++) {

map[monster9.get(i).getYm9()][monster9.get(i).getXm9()]= monster9.get(i).getIcon();

}

for(int i= 21;i<panjang;i++) {

for(int j= 22;j<lebar;j++) {

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

}

System.out.println ();

}

}

//move hero

int ctrsearch= 0;

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

step= string.nextLine();

if("w".equals(step) && !"#".equals(map[yhero-1][xhero])) {

map[yhero][xhero]= " ";

yhero--;

}

else if("a".equals(step) && !"#".equals(map[yhero][xhero-1])) {

map[yhero][xhero]= " ";

xhero--;

}

else if("s".equals(step) && !"#".equals(map[yhero+1][xhero])) {

map[yhero][xhero]= " ";

yhero++;

}

else if("d".equals(step) && !"#".equals(map[yhero][xhero+1])) {

map[yhero][xhero]= " ";

xhero++;

}

else if("g".equals(step) || "G".equals(step)) {

if("Warrior".equals(hero.get(chero).getHero())) {

do{

if("Warrior".equals(hero.get(chero).getHero())&&"Mage".equals(hero.get(ctrsearch).getHero())) {

chero= ctrsearch;

map[yhero][xhero]= hero.get(chero).getIcon();

}

ctrsearch++;

}while(ctrsearch<hero.size());

ctrsearch= 0;

do{

if("Warrior".equals(hero.get(chero).getHero())&&"Range".equals(hero.get(ctrsearch).getHero())) {

chero= ctrsearch;

map[yhero][xhero]= hero.get(chero).getIcon();

}

ctrsearch++;

}while(ctrsearch<hero.size());

ctrsearch= 0;

do{

if("Warrior".equals(hero.get(chero).getHero())&&"Warrior".equals(hero.get(ctrsearch).getHero())) {

chero= ctrsearch;

map[yhero][xhero]= hero.get(chero).getIcon();

}

ctrsearch++;

}while(ctrsearch<hero.size());

ctrsearch= 0;

}

else if("Mage".equals(hero.get(chero).getHero())) {

do{

if("Mage".equals(hero.get(chero).getHero())&&"Range".equals(hero.get(ctrsearch).getHero())) {

chero= ctrsearch;

map[yhero][xhero]= hero.get(chero).getIcon();

}

ctrsearch++;

}while(ctrsearch<hero.size());

ctrsearch= 0;

do{

if("Mage".equals(hero.get(chero).getHero())&&"Warrior".equals(hero.get(ctrsearch).getHero())) {

chero= ctrsearch;

map[yhero][xhero]= hero.get(chero).getIcon();

}

ctrsearch++;

}while(ctrsearch<hero.size());

ctrsearch= 0;

do{

if("Mage".equals(hero.get(chero).getHero())&&"Mage".equals(hero.get(ctrsearch).getHero())) {

chero= ctrsearch;

map[yhero][xhero]= hero.get(chero).getIcon();

}

ctrsearch++;

}while(ctrsearch<hero.size());

ctrsearch= 0;

}

else if("Range".equals(hero.get(chero).getHero())) {

do{

if("Range".equals(hero.get(chero).getHero())&&"Warrior".equals(hero.get(ctrsearch).getHero())) {

chero= ctrsearch;

map[yhero][xhero]= hero.get(chero).getIcon();

}

ctrsearch++;

}while(ctrsearch<hero.size());

ctrsearch= 0;

do{

if("Range".equals(hero.get(chero).getHero())&&"Mage".equals(hero.get(ctrsearch).getHero())) {

chero= ctrsearch;

map[yhero][xhero]= hero.get(chero).getIcon();

}

ctrsearch++;

}while(ctrsearch<hero.size());

ctrsearch= 0;

do{

if("Mage".equals(hero.get(chero).getHero())&&"Range".equals(hero.get(ctrsearch).getHero())) {

chero= ctrsearch;

map[yhero][xhero]= hero.get(chero).getIcon();

}

ctrsearch++;

}while(ctrsearch<hero.size());

ctrsearch= 0;

}

}

else if("m".equals(step) || "M".equals(step)) {

System.out.println ("-Skill Point-");

System.out.println ("Jumlah SP: "+hero.get(chero).getSP()+" SP");

System.out.println ("1. +300 HP");

System.out.println ("2. +20 MP");

System.out.println ("3. +20 Attack");

System.out.println ("4. +1 Armor");

System.out.println ("5. +3% Evasion");

System.out.println ("6. +2 Akurasi");

System.out.print ("Pilih SP: ");

sp= input.nextInt();

if(hero.get(chero).getSP()>0) {

hero.get(chero).SkillPoint(sp);

hero.get(chero).setSP(hero.get(chero).getSP()-1);

}

else System.out.println ("SP tidak cukup!");

}

//vs monster 1

for(int i= chero;i<hero.size();i++) {

for(int j= 0;j<monster1.size();j++) {

if(xhero==monster1.get(j).getXm1()&&yhero==monster1.get(j).getYm1()) {

do{

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

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

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

monster1.get(j).statsBattle();

System.out.println ("===================");

hero.get(i).statsBattle();

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

action= input.nextInt();

//action atk

if(action==1) {

if(acch<=hero.get(i).getAcc()) {

monster1.get(j).attackHero(hero.get(i).getHero(),hero.get(i).getAtk());

//mons atk

if(actionv<=75) {

//cek blind

if(ctrb<3) {

//cek blind

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

//mons skill

else if(actionv>75) {

if(monster1.get(j).getMPc()<=monster1.get(j).getMP()) {

//cek silence

if(ctrs<3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

System.out.println (monster1.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

monster1.get(j).setMP(monster1.get(j).getMP()-monster1.get(j).getMPc());

hero.get(i).monsSkill(monster1.get(j).getVillain(),monster1.get(j).getSkill(),

monster1.get(j).getSkilluse());

}

}

else if(monster1.get(j).getMPc()>monster1.get(j).getMP()) {

if(ctrb<3) {

//cek blind

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

}

}

else if(acch>hero.get(i).getAcc()) {

System.out.println (hero.get(i).getHero()+" attack miss!");

//monster atk

if(actionv<=75) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

//monster skill

else if(actionv>75) {

if(monster1.get(j).getMPc()<=monster1.get(j).getMP()) {

//cek silence

if(ctrs<3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

System.out.println (monster1.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

monster1.get(j).setMP(monster1.get(j).getMP()-monster1.get(j).getMPc());

hero.get(i).monsSkill(monster1.get(j).getVillain(),monster1.get(j).getSkill(),

monster1.get(j).getSkilluse());

}

}

else if(monster1.get(j).getMPc()>monster1.get(j).getMP()) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

}

}

ctrb++;

ctrs++;

turn++;

}

//action skill

else if(action==2) {

hero.get(i).Skill();

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

skill= input.nextInt();

if(hero.get(i).getMPc()<=hero.get(i).getMP()) {

hero.get(i).setMP(hero.get(i).getMP()-hero.get(i).getMPc());

if("Warrior".equals(hero.get(i).getHero())) {

//skill 1

if(skill==1) {

if(ctrpb<1) {

monster1.get(j).skillWarrior1(hero.get(i).getHero(),hero.get(i).getSkill1(),

hero.get(i).getSkilluse1());

//monster atk

if(actionv<=75) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

//monster skill

else if(actionv>75) {

if(monster1.get(j).getMPc()<=monster1.get(j).getMP()) {

//cek silence

if(ctrs<3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

System.out.println (monster1.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

monster1.get(j).setMP(monster1.get(j).getMP()-monster1.get(j).getMPc());

hero.get(i).monsSkill(monster1.get(j).getVillain(),monster1.get(j).getSkill(),

monster1.get(j).getSkilluse());

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

}

}

else if(ctrpb>=1) {

System.out.println (hero.get(i).getSkill1()+" no effect!");

}

ctrpb++;

}

//skill 2

else if(skill==2) {

monster1.get(j).skillWarrior2(hero.get(i).getHero(),hero.get(i).getSkill2(),

hero.get(i).getSkilluse2());

//monster atk

if(actionv<=75) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

//monster skill

else if(actionv>75) {

if(monster1.get(j).getMPc()<=monster1.get(j).getMP()) {

if(ctrs<3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

System.out.println (monster1.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

monster1.get(j).setMP(monster1.get(j).getMP()-monster1.get(j).getMPc());

hero.get(i).monsSkill(monster1.get(j).getVillain(),monster1.get(j).getSkill(),

monster1.get(j).getSkilluse());

}

}

else if(monster1.get(j).getMPc()>monster1.get(j).getMP()) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

}

}

}

else if("Mage".equals(hero.get(i).getHero())) {

//skill 1

if(skill==1) {

monster1.get(j).skillMage1(hero.get(i).getHero(),hero.get(i).getSkill1(),

hero.get(i).getSkilluse1());

//monster atk

if(actionv<=75) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

//monster skill

else if(actionv>75) {

if(monster1.get(j).getMPc()<=monster1.get(j).getMP()) {

if(ctrs<3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

System.out.println (monster1.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

monster1.get(j).setMP(monster1.get(j).getMP()-monster1.get(j).getMPc());

hero.get(i).monsSkill(monster1.get(j).getVillain(),monster1.get(j).getSkill(),

monster1.get(j).getSkilluse());

}

}

else if(monster1.get(j).getMPc()>monster1.get(j).getMP()) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

}

}

//skill 2

else if(skill==2) {

hero.get(i).mageSkill2();

//monster atk

if(actionv<=75) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

//boss skill

else if(actionv>75) {

if(monster1.get(j).getMPc()<=monster1.get(j).getMP()) {

if(ctrs<3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

monster1.get(j).setMP(monster1.get(j).getMP()-monster1.get(j).getMPc());

hero.get(i).monsSkill(monster1.get(j).getVillain(),monster1.get(j).getSkill(),

monster1.get(j).getSkilluse());

}

}

else if(monster1.get(j).getMPc()>monster1.get(j).getMP()) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

}

}

}

else if("Range".equals(hero.get(i).getHero())) {

ctrb= 0;

ctrs= 0;

if(skill==1) {

hero.get(i).rangeSkill1();

//monster atk

if(actionv<=75) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

//monster skill

else if(actionv>75) {

if(monster1.get(j).getMPc()<=monster1.get(j).getMP()) {

//cek silence

if(ctrs<3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

System.out.println (monster1.get(j).getVillain()+" cant use skill!");

}

monster1.get(j).setMP(monster1.get(j).getMP()-monster1.get(j).getMPc());

hero.get(i).monsSkill(monster1.get(j).getVillain(),monster1.get(j).getSkill(),

monster1.get(j).getSkilluse());

}

}

else if(monster1.get(j).getMPc()>monster1.get(j).getMP()) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),boss.get(j).getAtk());

}

}

}

}

else if(skill==2) {

hero.get(i).rangeSkill2();

//monster atk

if(actionv<=75) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

//monster skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

//cek silence

if(ctrs<3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

System.out.println (monster1.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

monster1.get(j).setMP(monster1.get(j).getMP()-monster1.get(j).getMPc());

hero.get(i).monsSkill(monster1.get(j).getVillain(),monster1.get(j).getSkill(),

monster1.get(j).getSkilluse());

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(monster1.get(j).getVillain(),monster1.get(j).getAtk());

}

}

}

}

}

else if(hero.get(i).getMPc()>hero.get(i).getMP()) {

System.out.println (hero.get(i).getHero()+ " MP tidak cukup!");

}

ctrb++;

ctrs++;

turn++;

}

//action def

else if(action==3) {

defh= monster1.get(j).getAtk()-(monster1.get(j).getAtk()\*70/100);

System.out.println (hero.get(i).getHero()+" use defense!");

//monster atk

if(actionv<=75) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).defHero(monster1.get(j).getVillain(),defh);

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).defHero(monster1.get(j).getVillain(),defh);

}

}

//monster skill

else if(actionv>75) {

if(monster1.get(j).getMPc()<=monster1.get(j).getMP()) {

//cek silence

if(ctrs<3) {

hero.get(i).defHero(monster1.get(j).getVillain(),defh);

System.out.println (monster1.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

monster1.get(j).setMP(monster1.get(j).getMP()-monster1.get(j).getMPc());

hero.get(i).monsSkill(monster1.get(j).getVillain(),monster1.get(j).getSkill(),

monster1.get(j).getSkilluse());

}

}

else if(monster1.get(j).getMPc()>monster1.get(j).getMP()) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).defHero(monster1.get(j).getVillain(),defh);

}

else if(accv>10) {

System.out.println (monster1.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).defHero(monster1.get(j).getVillain(),defh);

}

}

}

ctrb++;

ctrs++;

turn++;

}

//bonus mp

if(turn%3==0) {

hero.get(i).setMP(hero.get(i).getMP()+10);

System.out.println ("Mendapat MP bonus sebanyak 10!");

if(hero.get(i).getMP()>hero.get(i).getMPm()) {

hero.get(i).setMP(hero.get(i).getMPm());

}

}

}while(hero.get(i).getHP()>0&&monster1.get(j).getHP()>0);

//mnnster klh

if(monster1.get(j).getHP()<=0) {

ctrpb= 0;

ctrb= 99;

ctrs= 99;

turn= 0;

System.out.println (monster1.get(j).getVillain()+" was dropped out!");

hero.get(i).setEXP(hero.get(i).getEXP()+monster1.get(j).getEXPDrop());

if(hero.get(i).getEXP()>=hero.get(i).getEXMPm()) {

hero.get(i).setLv(hero.get(i).getLv()+1);

hero.get(i).setEXP(0);

hero.get(i).setSP(hero.get(i).getSP()+1);

System.out.println (hero.get(i).getHero()+" level up!");

}

gold+=monster1.get(j).getGoldDrop();

System.out.println ("Got "+monster1.get(j).getEXPDrop()+"exp.");

System.out.println ("Got "+monster1.get(j).getGoldDrop()+"G");

monster1.remove(j);

}

//hero klh

else if(hero.get(i).getHP()<=0) {

ctrpb= 0;

ctrb= 99;

ctrs= 99;

turn= 0;

System.out.println (hero.get(i).getHero()+" was dropped out!");

ctrbuy-=1;

hero.remove(i);

}

}

}

}

//vs boss

for(int i= chero;i<hero.size();i++) {

for(int j= 0;j<boss.size();j++) {

if(xhero==boss.get(j).getXb()&&yhero==boss.get(j).getYb()) {

do{

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

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

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

boss.get(j).statsBattle();

System.out.println ("===================");

hero.get(i).statsBattle();

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

action= input.nextInt();

//action atk

if(action==1) {

if(acch<=hero.get(i).getAcc()) {

boss.get(j).attackHero(hero.get(i).getHero(),hero.get(i).getAtk());

//boss atk

if(actionv<=75) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

//boss skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

//cek silence

if(ctrs<3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

boss.get(j).bossSkill();

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

}

}

else if(acch>hero.get(i).getAcc()) {

System.out.println (hero.get(i).getHero()+" attack miss!");

//boss atk

if(actionv<=75) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

//boss skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

//cek silence

if(ctrs<3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

boss.get(j).bossSkill();

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

}

}

ctrb++;

ctrs++;

turn++;

}

//action skill

else if(action==2) {

hero.get(i).Skill();

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

skill= input.nextInt();

if(hero.get(i).getMPc()<=hero.get(i).getMP()) {

hero.get(i).setMP(hero.get(i).getMP()-hero.get(i).getMPc());

if("Warrior".equals(hero.get(i).getHero())) {

//skill 1

if(skill==1) {

if(ctrpb<1) {

boss.get(j).skillWarrior1(hero.get(i).getHero(),hero.get(i).getSkill1(),

hero.get(i).getSkilluse1());

//boss atk

if(actionv<=75) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

//boss skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

//cek silence

if(ctrs<3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

boss.get(j).bossSkill();

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

//cek blind

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

}

}

else if(ctrpb>=1) {

System.out.println (hero.get(i).getSkill1()+" no effect!");

}

ctrpb++;

}

//skill 2

else if(skill==2) {

boss.get(j).skillWarrior2(hero.get(i).getHero(),hero.get(i).getSkill2(),

hero.get(i).getSkilluse2());

//boss atk

if(actionv<=75) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

//boss skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

if(ctrs<3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

boss.get(j).bossSkill();

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

}

}

}

else if("Mage".equals(hero.get(i).getHero())) {

//skill 1

if(skill==1) {

boss.get(j).skillMage1(hero.get(i).getHero(),hero.get(i).getSkill1(),

hero.get(i).getSkilluse1());

//boss atk

if(actionv<=75) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

//boss skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

if(ctrs<3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

boss.get(j).bossSkill();

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

}

}

//skill 2

else if(skill==2) {

hero.get(i).mageSkill2();

//boss atk

if(actionv<=75) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

//boss skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

if(ctrs<3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

boss.get(j).bossSkill();

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

}

}

}

else if("Range".equals(hero.get(i).getHero())) {

ctrb= 0;

ctrs= 0;

if(skill==1) {

hero.get(i).rangeSkill1();

//boss atk

if(actionv<=75) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

//boss skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

if(ctrs<3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

boss.get(j).bossSkill();

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

}

}

else if(skill==2) {

hero.get(i).rangeSkill2();

//boss atk

if(actionv<=75) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

//boss skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

if(ctrs<3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

boss.get(j).bossSkill();

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).villainAttack(boss.get(j).getVillain(),boss.get(j).getAtk());

}

}

}

}

}

}

else if(hero.get(i).getMPc()>hero.get(i).getMP()) {

System.out.println (hero.get(i).getHero()+ " MP tidak cukup!");

}

ctrb++;

ctrs++;

turn++;

}

//action def

else if(action==3) {

defh= boss.get(j).getAtk()-(boss.get(j).getAtk()\*70/100);

System.out.println (hero.get(i).getHero()+" use defense!");

//boss atk

if(actionv<=75) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).defHero(boss.get(j).getVillain(),defh);

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).defHero(boss.get(j).getVillain(),defh);

}

}

//boss skill

else if(actionv>75) {

if(boss.get(j).getMPc()<=boss.get(j).getMP()) {

if(ctrs<3) {

hero.get(i).defHero(boss.get(j).getVillain(),defh);

System.out.println (boss.get(j).getVillain()+" cant use skill!");

}

else if(ctrs>=3) {

boss.get(j).bossSkill();

}

}

else if(boss.get(j).getMPc()>boss.get(j).getMP()) {

if(ctrb<3) {

if(accv<=10) {

hero.get(i).defHero(boss.get(j).getVillain(),defh);

}

else if(accv>10) {

System.out.println (boss.get(j).getVillain()+" attack miss!");

}

}

else if(ctrb>=3) {

hero.get(i).defHero(boss.get(j).getVillain(),defh);

}

}

}

ctrb++;

ctrs++;

turn++;

}

//bonus mp

if(turn%3==0) {

hero.get(i).setMP(hero.get(i).getMP()+10);

System.out.println ("Mendapat MP bonus sebanyak 10!");

if(hero.get(i).getMP()>hero.get(i).getMPm()) {

hero.get(i).setMP(hero.get(i).getMPm());

}

}

}while(hero.get(i).getHP()>0&&boss.get(j).getHP()>0);

//boss klh

if(boss.get(j).getHP()<=0) {

ctrpb= 0;

ctrb= 99;

ctrs= 99;

turn= 0;

System.out.println (boss.get(j).getVillain()+" was dropped out!");

hero.get(i).setEXP(hero.get(i).getEXP()+boss.get(j).getEXPDrop());

if(hero.get(i).getEXP()>=hero.get(i).getEXMPm()) {

hero.get(i).setLv(hero.get(i).getLv()+1);

hero.get(i).setEXP(0);

hero.get(i).setSP(hero.get(i).getSP()+1);

System.out.println (hero.get(i).getHero()+" level up!");

}

gold+= boss.get(j).getGoldDrop();

System.out.println ("Got "+boss.get(j).getEXPDrop()+"exp.");

System.out.println ("Got "+boss.get(j).getGoldDrop()+"G");

boss.remove(j);

}

//hero klh

else if(hero.get(i).getHP()<=0) {

ctrpb= 0;

ctrb= 99;

ctrs= 99;

turn= 0;

System.out.println (hero.get(i).getHero()+" was dropped out!");

ctrbuy-=1;

hero.remove(i);

}

}

}

}

//healing point

for(int i= chero;i<hero.size();i++) {

if(xhero==xhealing && yhero==yhealing) {

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

hero.get(i).setHP(hero.get(i).getHPm());

hero.get(i).setMP(hero.get(i).getMPm());

}

}

}while(hero.size()!=0 && boss.size()!=0);

if(boss.isEmpty()) {

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

}

else if(hero.isEmpty()) {

System.out.println ("You LOSE!");

}

}

else System.out.println ("Belum memiliki hero!");

}

else if(menu==2) {

System.out.println ("1. Warrior - 200");

System.out.println ("2. Mage - 350");

System.out.println ("3. Range - 180");

System.out.print ("Choose your hero: ");

job= input.nextInt();

if(ctrbuy<12) {

if(job==1) {

if(gold>=200) {

gold-=200;

hero.add(new hero(job));

ctrbuy++;

}

else System.out.println ("Gold tidak cukup!");

}

else if(job==2) {

if(gold>=350) {

gold-=350;

hero.add(new hero(job));

ctrbuy++;

}

else System.out.println ("Gold tidak cukup!");

}

else if(job==3) {

if(gold>=180) {

gold-=180;

hero.add(new hero(job));

ctrbuy++;

}

else System.out.println ("Gold tidak cukup!");

}

}

else System.out.println ("Slot hero tidak cukup!");

}

else if(menu==3) {

if(ctrbuy>0) {

for(int i= 0;i<hero.size();i++) {

hero.get(i).cetakStats(i);

}

}

else System.out.println ("Belum memiliki hero!");

}

}while(menu!=4);

System.out.println ("-THANK YOU FOR PLAYING-");

}

}

package tugasprakw3;

public class hero{

private String hero,icon;

private int hp,hpmax;

private int mp,mpmax,mpcost;

private int batk,matk;

private int acc,eva,armor;

private int lv,exp,exmpmax;

private int sp,ctrblind,ctrsilence,ctrpb;

private String skill1,skill2;

private int skilluse1,skilluse2;

static int jumlahHero= 0 ;

hero(int job) {

if(job==1) {

this.hero= "Warrior";

this.icon= "W";

this.hp= 520;

this.hpmax= this.hp;

this.mp= 30;

this.mpcost= 8;

this.mpmax= this.mp;

this.batk= 520;

this.matk= 20;

this.skill1= "Power Break";

this.skilluse1= this.batk;

this.skill2= "Armor Break";

this.skilluse2= this.batk;

this.acc= 90;

this.eva= 0;

this.armor= 8;

this.sp= 0;

this.lv= 1;

this.exp= 0;

this.exmpmax= 100;

jumlahHero++;

}

else if(job==2) {

this.hero= "Mage";

this.icon= "M";

this.hp= 360;

this.hpmax= this.hp;

this.mp = 120;

this.mpcost= 4;

this.mpmax= this.mp;

this.batk= 30;

this.matk= 200;

this.skill1= "Magic Ball";

this.skilluse1= this.matk;

this.skill2= "Magic Boost";

this.skilluse2= this.matk+(this.matk\*50/100);

this.acc= 75;

this.eva= 10;

this.armor= 2;

this.sp= 0;

this.lv= 1;

this.exp= 0;

this.exmpmax= 100;

jumlahHero++;

}

else if(job==3) {

this.hero= "Range";

this.icon= "R";

this.hp= 610;

this.hpmax= 610;

this.mp= 40;

this.mpcost= 5;

this.mpmax= this.mp;

this.batk= 70;

this.matk= 100;

this.skill1= "Blind Attack";

this.skill2= "Silence Attack";

this.acc= 100;

this.eva= 5;

this.armor= 4;

this.sp= 0;

this.lv= 1;

this.exp= 0;

this.exmpmax= 100;

this.sp= 0;

jumlahHero++;

}

}

void setIcon(String icon) {this.icon= icon;}

void setHP(int hp) {this.hp= hp;}

void setMP(int mp) {this.mp= mp;}

void setAtk(int atk) {this.batk= atk;}

void setMagic(int magic) {this.matk= magic;}

void setAcc(int acc) {this.acc= acc;}

void setEva(int eva) {this.eva= eva;}

void setArmor(int armor) {this.armor= armor;}

void setSP(int sp) {this.sp= sp;}

void setLv(int lv) {this.lv= lv;}

void setEXP(int exp) {this.exp= exp;}

void setCTRpb(int pb) {this.ctrpb= pb;}

void setCTRb(int blind) {this.ctrblind= blind;}

String getHero() {return this.hero;}

String getIcon() {return this.icon;}

int getHP() {return this.hp;}

int getHPm() {return this.hpmax;}

int getMP() {return this.mp;}

int getMPc() {return this.mpcost;}

int getMPm() {return this.mpmax;}

int getSP() {return this.sp;}

int getAtk() {return this.batk;}

int getMagic() {return this.matk;}

String getSkill1() {return this.skill1;}

String getSkill2() {return this.skill2;}

int getSkilluse1() {return this.skilluse1;}

int getSkilluse2() {return this.skilluse2;}

int getAcc() {return this.acc;}

int getEva() {return this.eva;}

int getArmor() {return this.armor;}

int getLv() {return this.lv;}

int getEXP() {return this.exp;}

int getEXMPm() {return this.exmpmax;}

int getCTRpb() {return this.ctrpb;}

int getCTRb() {return this.ctrblind;}

int getCTRs() {return this.ctrsilence;}

void cetakStats(int idxhero) {

System.out.println ((idxhero+1)+". Hero: "+getHero());

System.out.println ("Level: "+getLv());

System.out.println ("EXP: "+getEXP());

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

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

System.out.println ("ATK: "+getAtk());

System.out.println ("ARMOR: "+getArmor());

System.out.println ("EVA: "+getEva());

System.out.println ("ACC: "+getAcc());

System.out.println ("==================");

}

void SkillPoint(int sp) {

if(sp==1) {setHP(getHPm()+300);}

else if(sp==2) {setMP(getMPm()+20);}

else if(sp==3) {setAtk(getAtk()+20);}

else if(sp==4) {setArmor(getArmor()+1);}

else if(sp==5) {setEva(getEva()+3);}

else if(sp==6) {setAcc(getAcc()+2);}

}

void statsBattle() {

System.out.println ("-"+getHero()+"-");

System.out.println ("HP Player: "+getHP()+"/"+getHPm());

System.out.println ("MP Player: "+getMP()+"/"+getMPm());

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

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

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

}

void Skill() {

System.out.println ("SKILL: ");

System.out.println ("1. "+getSkill1());

System.out.println ("2. "+getSkill2());

}

void mageSkill2() {

setMagic(getMagic()+(getMagic()\*10/100));

System.out.println (getHero()+" use "+getSkill2());

}

void rangeSkill1() {

System.out.println (getHero()+" use "+getSkill1());

}

void rangeSkill2() {

System.out.println (getHero()+" use "+getSkill2());

}

void defHero(String villain,int defhero) {

setHP(getHP()-(defhero-getArmor()));

if(getHP()>getHPm()) {

setHP(getHPm());

}

System.out.println (villain+" succesfully attack "+getHero());

}

void villainAttack(String villain,int atk) {

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

if(evah>getEva()) {

setHP(getHP()-(atk-getArmor()));

if(getHP()>getHPm()) {

setHP(getHPm());

}

System.out.println (villain+" succesfully attack "+getHero());

}

else if(evah<=getEva()) {

System.out.println (villain+" attack miss!");

}

}

void monsSkill(String villain,String skill,int skilluse) {

setHP(getHP()-skilluse);

System.out.println (villain+" using "+skill);

}

}

package tugasprakw3;

public class villain {

private String villain,icon,skill;

private int skilluse;

private int hp,hpmax;

private int mp,mpmax,mpcost;

private int batk,matk,armor,acc;

private int expdrop,goldrop;

private int xm1,ym1;

private int xm2,ym2;

private int xm3,ym3;

private int xm4,ym4;

private int xm5,ym5;

private int xm6,ym6;

private int xm7,ym7;

private int xm8,ym8;

private int xm9,ym9;

private int xb,yb;

villain(int typem) {

if(typem==0) {

this.villain= "Wild Dog";

this.icon= "w";

this.skill= "Fire Torch";

this.skilluse= this.matk;

this.hp= 150;

this.hpmax= this.hp;

this.mp= 50;

this.mpcost= 40;

this.mpmax= this.mp;

this.batk= 32;

this.matk= 10;

this.armor= 15;

this.acc= 100;

this.expdrop= (int)(Math.random()\*5+15);

this.goldrop= 120;

}

else if(typem==1) {

this.villain= "Magic Monster";

this.icon= "m";

this.skill= "Thunder";

this.skilluse= this.matk;

this.hp= 200;

this.hpmax= this.hp;

this.mp= 300;

this.mpcost= 50;

this.mpmax= this.mp;

this.batk= 7;

this.matk= 70;

this.armor= 20;

this.acc= 100;

this.expdrop= (int)(Math.random()\*5+20);

this.goldrop= 150;

}

else if(typem==2) {

this.villain= "Wild Dog";

this.icon= "w";

this.skill= "Fire Torch";

this.skilluse= this.matk;

this.hp= 150;

this.hpmax= this.hp;

this.mp= 50;

this.mpcost= 40;

this.mpmax= this.mp;

this.batk= 32;

this.matk= 10;

this.armor= 15;

this.acc= 100;

this.expdrop= (int)(Math.random()\*5+15);

this.goldrop= 120;

}

else if(typem==3) {

this.villain= "Magic Monster";

this.icon= "m";

this.skill= "Thunder";

this.skilluse= this.matk;

this.hp= 200;

this.hpmax= this.hp;

this.mp= 300;

this.mpcost= 50;

this.mpmax= this.mp;

this.batk= 7;

this.matk= 70;

this.armor= 20;

this.acc= 100;

this.expdrop= (int)(Math.random()\*5+20);

this.goldrop= 150;

}

else if(typem==4) {

this.villain= "Wild Dog";

this.icon= "w";

this.skill= "Fire Torch";

this.skilluse= this.matk;

this.hp= 150;

this.hpmax= this.hp;

this.mp= 50;

this.mpcost= 40;

this.mpmax= this.mp;

this.batk= 32;

this.matk= 10;

this.armor= 15;

this.acc= 100;

this.expdrop= (int)(Math.random()\*5+15);

this.goldrop= 120;

}

}

villain() {

this.villain= "BOSS";

this.icon= "B";

this.skill= "Increase Attack";

this.hp= 2000;

this.hpmax= this.hp;

this.mp= 400;

this.mpcost= 10;

this.mpmax= this.mp;

this.batk= 80;

this.matk= 40;

this.skilluse= this.batk+5;

this.armor= 25;

this.acc= 100;

this.expdrop= (int)(Math.random()\*20+40);

this.goldrop= 300;

}

void setHP(int hp) {this.hp= hp;}

void setMP(int mp) {this.mp= mp;}

void setAtk(int atk) {this.batk= atk;}

void setAcc(int acc) {this.acc= acc;}

void setArmor(int armor) {this.armor= armor;}

void setXm1(int x) {this.xm1= x;}

void setYm1(int y) {this.ym1= y;}

void setXm2(int x) {this.xm2= x;}

void setYm2(int y) {this.ym2= y;}

void setXm3(int x) {this.xm3= x;}

void setYm3(int y) {this.ym3= y;}

void setXm4(int x) {this.xm4= x;}

void setYm4(int y) {this.ym4= y;}

void setXm5(int x) {this.xm5= x;}

void setYm5(int y) {this.ym5= y;}

void setXm6(int x) {this.xm6= x;}

void setYm6(int y) {this.ym6= y;}

void setXm7(int x) {this.xm7= x;}

void setYm7(int y) {this.ym7= y;}

void setXm8(int x) {this.xm8= x;}

void setYm8(int y) {this.ym8= y;}

void setXm9(int x) {this.xm9= x;}

void setYm9(int y) {this.ym9= y;}

void setXb(int x) {this.xb= x;}

void setYb(int y) {this.yb= y;}

String getVillain() {return this.villain;}

String getIcon() {return this.icon;}

String getSkill() {return this.skill;}

int getHP() {return this.hp;}

int getHPm() {return this.hpmax;}

int getMP() {return this.mp;}

int getMPc() {return this.mpcost;}

int getMPm() {return this.mpmax;}

int getAtk() {return this.batk;}

int getMagic() {return this.matk;}

int getSkilluse() {return this.skilluse;}

int getArmor() {return this.armor;}

int getAcc() {return this.acc;}

int getEXPDrop() {return this.expdrop;}

int getGoldDrop() {return this.goldrop;}

int getXm1() {return this.xm1;}

int getYm1() {return this.ym1;}

int getXm2() {return this.xm2;}

int getYm2() {return this.ym2;}

int getXm3() {return this.xm3;}

int getYm3() {return this.ym3;}

int getXm4() {return this.xm4;}

int getYm4() {return this.ym4;}

int getXm5() {return this.xm5;}

int getYm5() {return this.ym5;}

int getXm6() {return this.xm6;}

int getYm6() {return this.ym6;}

int getXm7() {return this.xm7;}

int getYm7() {return this.ym7;}

int getXm8() {return this.xm8;}

int getYm8() {return this.ym8;}

int getXm9() {return this.xm9;}

int getYm9() {return this.ym9;}

int getXb() {return this.xb;}

int getYb() {return this.yb;}

void statsBattle() {

System.out.println ("-"+getVillain()+"-");

System.out.println ("HP Enemy: "+getHP()+"/"+getHPm());

System.out.println ("MP Enemy: "+getMP()+"/"+getMPm());

}

void attackHero(String hero,int atk) {

setHP(getHP()-(atk-getArmor()));

System.out.println (hero+" succesfully attack "+getVillain());

}

void skillWarrior1(String hero,String skill1,int skilluse1) {

setHP(getHP()-skilluse1);

setAtk(getAtk()-(getAtk()\*10/100));

System.out.println (hero+" use "+skill1);

}

void skillWarrior2(String hero,String skill2,int skilluse2) {

setHP(getHP()-skilluse2);

setArmor(0);

System.out.println (hero+" use "+skill2);

}

void skillMage1(String hero,String skill1,int skilluse1) {

setHP(getHP()-skilluse1);

System.out.println (hero+" use "+skill1);

}

void bossSkill() {

setMP(getMP()-getMPc());

setAtk(getSkilluse());

System.out.println (getVillain()+" using "+getSkill());

}

}