using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using cLibrary;

namespace PVM1\_6615

{

public partial class Form1 : Form

{

Random r = new Random();

int gold = 1000;

int totalmons = 0;

List<monster> dbmons;

public Form1()

{

InitializeComponent();

dbmons = new List<monster>();

resource();

}

private void refresh()

{

newName.Clear();

breedName.Clear();

}

private void resource()

{

moneyLabel.Text = gold.ToString();

totalLabel.Text = totalmons.ToString();

}

private void newMons(monster m)

{

dbmons.Add(m);

sellBox.Items.Add(m);

detailBox.Items.Add(m);

breedBox1.Items.Add(m);

breedBox2.Items.Add(m);

battleBox.Items.Add(m);

resource();

}

private void sellMons(monster m)

{

sellBox.SelectedIndex = -1;

dbmons.Remove(m);

sellBox.Items.Remove(m);

detailBox.Items.Remove(m);

breedBox1.Items.Remove(m);

breedBox2.Items.Remove(m);

battleBox.Items.Remove(m);

resource();

}

private void statsBattle(monster mymons, monster enemy)

{

if (mymons.Element.Count == 1)

{

battleList.Items.Add(mymons + " (" + mymons.Element[0] + ")");

}

else if (mymons.Element.Count == 2)

{

battleList.Items.Add(mymons + " (" + mymons.Element[0] + " - " + mymons.Element[1] + ")");

}

battleList.Items.Add("HP : " + mymons.Hp);

battleList.Items.Add("ATK : " + mymons.Minatk + "-" + mymons.Maxatk);

battleList.Items.Add("----------------------------------------------");

battleList.Items.Add(enemy + " (" + enemy.Enemyele + ")");

battleList.Items.Add("HP : " + enemy.Hp);

battleList.Items.Add("ATK : " + enemy.Minatk + "-" + enemy.Maxatk);

}

private void victory(monster mymons)

{

int wingold = r.Next(200, 300);

gold += wingold;

mymons.Exp += 10;

battleList.Items.Add("Victory! Player get " + wingold + " gold");

resource();

if (mymons.Exp >= mymons.Maxexp)

{

mymons.Maxhp += 10;

mymons.Hp = mymons.Maxhp;

mymons.Minatk += 5;

mymons.Maxatk += 5;

mymons.Exp = 0;

mymons.Level += 1;

mymons.Maxexp = mymons.Level \* 10;

battleList.Items.Add("Level up!");

battleList.Items.Add("----------------------------------------------");

battleList.Items.Add("ATK: " + mymons.Minatk + "-" + mymons.Maxatk);

battleList.Items.Add("HP: " + mymons.Hp + "/" + mymons.Maxhp);

battleList.Items.Add("Level: " + mymons.Level);

battleList.Items.Add("EXP: " + mymons.Exp + "/" + mymons.Maxexp);

battleList.Items.Add("----------------------------------------------");

}

}

private void defeated(monster mymons)

{

dbmons.Remove(mymons);

sellBox.Items.Remove(mymons);

detailBox.Items.Remove(mymons);

breedBox1.Items.Remove(mymons);

breedBox2.Items.Remove(mymons);

battleBox.SelectedIndex = -1;

battleBox.Items.Remove(mymons);

battleList.Items.Add("Defeated!");

resource();

}

private void buyButton\_Click(object sender, EventArgs e)

{

if (newName.Text != "" && typeBox.SelectedIndex != -1)

{

if (gold >= 500)

{

int idx = typeBox.SelectedIndex;

string name = newName.Text;

string element = typeBox.Items[idx].ToString();

monster m = new monster(name, element);

gold -= 500;

totalmons += 1;

newMons(m);

refresh();

typeBox.SelectedIndex = -1;

}

else

{

MessageBox.Show("Not enough money!");

}

}

else

{

MessageBox.Show("Data still empty!");

}

}

private void sellButton\_Click(object sender, EventArgs e)

{

if (sellBox.Items.Count > 0)

{

int idx = sellBox.SelectedIndex;

monster m = dbmons[idx];

if (m.Element.Count == 1)

{

gold += 200;

totalmons -= 1;

sellMons(m);

MessageBox.Show("Got 200G!");

}

else if (m.Element.Count == 2)

{

gold += 450;

totalmons -= 1;

sellMons(m);

MessageBox.Show("Got 450G!");

}

}

else

{

MessageBox.Show("You don't have any monster!");

}

}

private void detailBox\_SelectedIndexChanged(object sender, EventArgs e)

{

int idx = detailBox.SelectedIndex;

monster m = dbmons[idx];

if (m.Element.Count == 1)

{

typeLabel.Text = m.Element[0];

}

else

{

typeLabel.Text = m.Element[0] + " - " + m.Element[1];

}

if (m.Parent1 != null && m.Parent2 != null)

{

parentLabel.Text = m.Parent1 + " - " + m.Parent2;

}

else

{

parentLabel.Text = "-";

}

atkLabel.Text = m.Minatk.ToString() + "-" + m.Maxatk.ToString();

hpLabel.Text = m.Hp.ToString() + "/" + m.Maxhp.ToString();

levelLabel.Text = m.Level.ToString();

explabel.Text = m.Exp.ToString() + "/" + m.Maxexp.ToString();

}

private void breedButton\_Click(object sender, EventArgs e)

{

if (breedBox1.Items.Count > 0 && breedBox2.Items.Count > 0 && breedName.Text != "")

{

int idx1 = breedBox1.SelectedIndex;

int idx2 = breedBox2.SelectedIndex;

string name = breedName.Text;

monster parent1 = (monster) breedBox1.Items[idx1];

monster parent2 = (monster) breedBox2.Items[idx2];

monster child = new monster(name, parent1, parent2);

gold += 250;

totalmons += 1;

newMons(child);

refresh();

MessageBox.Show("Breed succes!");

MessageBox.Show("Got 250G!");

}

else

{

MessageBox.Show("You don't have enough monster to breed!");

}

}

private void battleButton\_Click(object sender, EventArgs e)

{

int idx = battleBox.SelectedIndex;

if (battleBox.Items.Count > 0 && idx > -1)

{

battleList.Items.Clear();

monster mymons = dbmons[idx];

monster enemy = new monster();

mymons.Hp = mymons.Maxhp;

do

{

statsBattle(mymons, enemy);

if (mymons.Hp > 0)

{

mymons.myAttack(enemy, battleList);

}

battleList.Items.Add("\n");

statsBattle(mymons, enemy);

if (enemy.Hp > 0)

{

enemy.eAttack(mymons, battleList);

}

battleList.Items.Add("\n");

} while (mymons.Hp > 0 && enemy.Hp > 0);

if (enemy.Hp <= 0)

{

enemy.Hp = 0;

victory(mymons);

}

else if (mymons.Hp <= 0)

{

mymons.Hp = 0;

totalmons -= 1;

defeated(mymons);

}

}

else

{

MessageBox.Show("You don't have any monster!");

}

}

private void breedBox1\_SelectedIndexChanged(object sender, EventArgs e)

{

if (breedBox1.SelectedIndex > -1)

{

breedBox2.Items.Clear();

for (int i = 0; i < dbmons.Count; i++)

{

breedBox2.Items.Add(dbmons[i]);

}

breedBox2.Items.RemoveAt(breedBox1.SelectedIndex);

}

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace cLibrary

{

public class monster

{

Random r = new Random();

private monster parent1, parent2;

private string name, enemyele;

private List<string> element = new List<string>();

private int hp, maxhp, minatk, maxatk;

private int exp, maxexp, level;

public monster(string name, string element)

{

int randhp = r.Next(75, 120);

this.name = name;

this.element.Add(element);

this.hp = randhp;

this.maxhp = randhp;

this.minatk = r.Next(10, 15);

this.maxatk = r.Next(18, 25);

this.exp = 0;

this.maxexp = 10;

this.level = 1;

this.parent1 = null;

this.parent2 = null;

}

public monster(string name, monster p1, monster p2)

{

int randhp = r.Next(75, 120);

this.name = name;

if (p1.element.Count == 1 && p2.element.Count == 1)

{

if (p1.element[0] == p2.element[0])

{

this.element.Add(p1.element[0]);

}

else

{

this.element.Add(p1.element[0]);

this.element.Add(p2.element[0]);

}

}

else if (p1.element.Count == 1 && p2.element.Count == 2)

{

int elep2 = r.Next(0, 1);

this.element.Add(p1.element[0]);

this.element.Add(p2.element[elep2]);

}

else if (p1.element.Count == 2 && p2.element.Count == 1)

{

int elep1 = r.Next(0, 1);

this.element.Add(p1.element[elep1]);

this.element.Add(p2.element[0]);

}

else if (p1.element.Count == 2 && p2.element.Count == 2)

{

int elep1 = r.Next(0, 1);

int elep2 = r.Next(0, 1);

this.element.Add(p1.element[elep1]);

this.element.Add(p2.element[elep2]);

}

this.hp = randhp;

this.maxhp = randhp;

this.minatk = r.Next(10, 15);

this.maxatk = r.Next(18, 25);

this.exp = 0;

this.maxexp = 10;

this.level = 1;

this.parent1 = p1;

this.parent2 = p2;

}

public monster()

{

int randhp = r.Next(75, 120);

int randele = r.Next(1, 3);

this.name = "Wild Monster";

if (randele == 1)

{

enemyele = "Water";

}

else if (randele == 2)

{

enemyele = "Fire";

}

else if (randele == 3)

{

enemyele = "Wind";

}

this.hp = randhp;

this.maxhp = randhp;

this.minatk = r.Next(10, 15);

this.maxatk = r.Next(18, 25);

this.level = 1;

}

public override string ToString()

{

return this.name;

}

private void critical(int chance, ref int atk, ListBox battleLog)

{

int crit = r.Next(1, 100);

if (crit <= chance)

{

atk \*= 2;

battleLog.Items.Add("----------------------------------------------");

battleLog.Items.Add(this.name + " attack! " + "Oh, its Critical! (" + atk + ")");

battleLog.Items.Add("----------------------------------------------");

}

else if (crit > chance)

{

battleLog.Items.Add("----------------------------------------------");

battleLog.Items.Add(this.name + " attack! " + "(" + atk + ")");

battleLog.Items.Add("----------------------------------------------");

}

}

public void myAttack(monster enemy, ListBox battleLog)

{

int atk = r.Next(this.minatk, this.maxatk);

if (this.element.Count == 1)

{

if (this.element[0] == "Water")

{

if (this.element[0] == "Water" && enemy.enemyele == "Water")

{

critical(20, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

else if (this.element[0] == "Water" && enemy.enemyele == "Fire")

{

critical(20, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

else if (this.element[0] == "Water" && enemy.enemyele == "Wind")

{

critical(20, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

}

else if (this.element[0] == "Fire")

{

if (this.element[0] == "Fire" && enemy.enemyele == "Fire")

{

critical(20, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

else if (this.element[0] == "Fire" && enemy.enemyele == "Wind")

{

critical(20, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

else if (this.element[0] == "Fire" && enemy.enemyele == "Water")

{

critical(20, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

}

else if (this.element[0] == "Wind")

{

if (this.element[0] == "Wind" && enemy.enemyele == "Wind")

{

critical(20, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

else if (this.element[0] == "Wind" && enemy.enemyele == "Water")

{

critical(20, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

else if (this.element[0] == "Wind" && enemy.enemyele == "Fire")

{

critical(20, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

}

}

else if (this.element.Count == 2)

{

critical(25, ref atk, battleLog);

enemy.hp -= atk;

if (enemy.hp <= 0)

{

enemy.hp = 0;

}

}

}

public void eAttack(monster mymons, ListBox battleLog)

{

int atk = r.Next(this.minatk, this.maxatk);

if (mymons.element.Count == 1)

{

if (this.enemyele == "Water")

{

if (this.enemyele == "Water" && mymons.element[0] == "Water")

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

else if (this.enemyele == "Water" && mymons.element[0] == "Fire")

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

else if (this.enemyele == "Water" && mymons.element[0] == "Wind")

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

}

else if (this.enemyele == "Fire")

{

if (this.enemyele == "Fire" && mymons.element[0] == "Fire")

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

else if (this.enemyele == "Fire" && mymons.element[0] == "Wind")

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

else if (this.enemyele == "Fire" && mymons.element[0] == "Water")

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

}

else if (this.enemyele == "Wind")

{

if (this.enemyele == "Wind" && mymons.element[0] == "Wind")

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

else if (this.enemyele == "Wind" && mymons.element[0] == "Water")

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

else if (this.enemyele == "Wind" && mymons.element[0] == "Fire")

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

}

}

else if (mymons.element.Count == 2)

{

critical(20, ref atk, battleLog);

mymons.hp -= atk;

if (mymons.hp <= 0)

{

mymons.hp = 0;

}

}

}

public monster Parent1

{

set { this.parent1 = value; }

get { return this.parent1; }

}

public monster Parent2

{

set { this.parent2 = value; }

get { return this.parent2; }

}

public string Name

{

set { this.name = value; }

get { return this.name; }

}

public List<string> Element

{

set { this.element = value; }

get { return this.element; }

}

public string Enemyele

{

set { this.enemyele = value; }

get { return this.enemyele; }

}

public int Hp

{

set { this.hp = value; }

get { return this.hp; }

}

public int Maxhp

{

set { this.maxhp = value; }

get { return this.maxhp; }

}

public int Minatk

{

set { this.minatk = value; }

get { return this.minatk; }

}

public int Maxatk

{

set { this.maxatk = value; }

get { return this.maxatk; }

}

public int Exp

{

set { this.exp = value; }

get { return this.exp; }

}

public int Maxexp

{

set { this.maxexp = value; }

get { return this.maxexp; }

}

public int Level

{

set { this.level = value; }

get { return this.level; }

}

}

}