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 PVM2\_6615

{

public partial class Form1 : Form

{

Random r = new Random();

int mana = 30000;

int scroll = 2;

List<monster> dbmons;

monster enemy= null;

public Form1()

{

InitializeComponent();

dbmons = new List<monster>();

groupBox3.Enabled = false;

groupBox4.Enabled = false;

groupBox5.Enabled = false;

resource();

}

private void resource()

{

manaLabel.Text = mana.ToString();

scrollLabel.Text = scroll.ToString();

}

private void summonDetails(monster m)

{

summonRtb.Clear();

summonRtb.Text += "Name: " + m.ToString() + "\n";

summonRtb.Text += "Element: " + m.Element + "\n";

summonRtb.Text += "Level: " + m.Level.ToString() + "\n";

summonRtb.Text += "HP: " + m.Hp.ToString() + "/" +m.Maxhp.ToString() + "\n";

summonRtb.Text += "ATK: " + m.Minatk.ToString() + "-" + m.Maxatk.ToString() + "\n";

summonRtb.Text += "DEF: " + m.Mindef.ToString() + "-" + m.Maxdef.ToString() + "\n";

}

private void listDetails(monster m)

{

listRtb.Clear();

listRtb.Text += "Name: " + m.ToString() + "\n";

listRtb.Text += "Element: " + m.Element + "\n";

listRtb.Text += "Level: " + m.Level.ToString() + "\n";

listRtb.Text += "HP: " + m.Hp.ToString() + "/" + m.Maxhp.ToString() +"\n";

listRtb.Text += "ATK: " + m.Minatk.ToString() + "-" + m.Maxatk.ToString() + "\n";

listRtb.Text += "DEF: " + m.Mindef.ToString() + "-" + m.Maxdef.ToString() + "\n";

}

private void battleDetails(monster m)

{

battleRtb.Clear();

battleRtb.Text += "Name: " + m.ToString() + "\n";

battleRtb.Text += "Element: " + m.Element + "\n";

battleRtb.Text += "Level: " + m.Level.ToString() + "\n";

battleRtb.Text += "HP: " + m.Hp.ToString() + "/"+ m.Maxhp.ToString() + "\n";

battleRtb.Text += "ATK: " + m.Minatk.ToString() + "-" + m.Maxatk.ToString() + "\n";

battleRtb.Text += "DEF: " + m.Mindef.ToString() + "-" + m.Maxdef.ToString() + "\n";

}

private void statPlayer(monster mymons)

{

nameLabel1.Text = mymons.ToString();

eleLabel1.Text = mymons.Element;

levelLabel1.Text = mymons.Level.ToString();

expBar1.Minimum = 0;

expBar1.Maximum = mymons.Maxexp;

expBar1.Value = mymons.Exp;

hpBar1.Minimum = 0;

hpBar1.Maximum = mymons.Maxhp;

hpBar1.Value = mymons.Hp;

atkLabel1.Text = mymons.Minatk + "-" + mymons.Maxatk;

defLabel1.Text = mymons.Mindef + "-" + mymons.Maxdef;

}

private void statEnemy(monster enemy)

{

nameLabel2.Text = enemy.ToString();

eleLabel2.Text = enemy.Element;

levelLabel2.Text = enemy.Level.ToString();

expBar2.Minimum = 0;

expBar2.Maximum = enemy.Maxexp;

expBar2.Value = enemy.Exp;

hpBar2.Minimum = 0;

hpBar2.Maximum = enemy.Maxhp;

hpBar2.Value = enemy.Hp;

atkLabel2.Text = enemy.Minatk + "-" + enemy.Maxatk;

defLabel2.Text = enemy.Mindef + "-" + enemy.Maxdef;

}

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

{

if (scroll >= 1 && mana >= 10000)

{

scroll -= 1;

mana -= 10000;

resource();

monster m = new monster();

dbmons.Add(m);

summonDetails(m);

listBox.Items.Add(m);

battleBox.Items.Add(m);

groupBox3.Enabled = true;

}

else

{

if (scroll < 1 && mana < 10000)

{

MessageBox.Show("Scroll dan Mana anda kurang!");

}

else if (mana < 10000)

{

MessageBox.Show("Mana anda kurang!");

}

else if(scroll < 1)

{

MessageBox.Show("Scroll anda kurang!");

}

}

}

private void victory(monster mymons)

{

enemyNull();

int reward = r.Next(1, 101);

historyRtb.Text += mymons + " menang !!!" + "\n";

historyRtb.Text += "---------------------------" + "\n";

if (reward <= 10)

{

scroll += 1;

historyRtb.Text += mymons + " mendapat EXP sebesar 50, " + "Scroll sebanyak 1" + "\n";

}

else if (reward > 10)

{

int getmana = r.Next(5000, 8001);

mana += getmana;

historyRtb.Text += mymons + " mendapat EXP sebesar 50, " + "Mana sebanyak " + getmana +"\n";

}

resource();

mymons.Exp += 50;

if (mymons.Exp >= mymons.Maxexp)

{

mymons.Exp = 0;

mymons.Level+= 1;

mymons.Maxexp = mymons.Level \* 200;

if (mymons.Level == 5)

{

mymons.evolve();

statPlayer(mymons);

MessageBox.Show("Evolved");

}

if (mymons.Evolved == true) mymons.Maxhp += mymons.Level \* 300;

else mymons.Maxhp += mymons.Level \* 200;

mymons.Hp = mymons.Maxhp;

}

}

private void defeated(monster mymons)

{

mymons.Hp = mymons.Maxhp;

mymons.Exp += 50;

if (mymons.Exp >= mymons.Maxexp)

{

mymons.Exp = 0;

mymons.Level+= 1;

mymons.Maxexp = mymons.Level \* 200;

if (mymons.Level == 5)

{

mymons.evolve();

statPlayer(mymons);

MessageBox.Show("Evolved!");

}

if (mymons.Evolved == true) mymons.Maxhp += mymons.Level \* 300;

else mymons.Maxhp += mymons.Level \* 200;

mymons.Hp = mymons.Maxhp;

}

historyRtb.Text += mymons + " kalah !!!" + "\n";

historyRtb.Text += "Mendapatkan EXP sebesar 10" + "\n";

historyRtb.Text += "---------------------------" + "\n";

}

private void enemyNull()

{

battleRtb.Clear();

nameLabel2.Text = "";

eleLabel2.Text = "";

levelLabel2.Text = "";

expBar2.Minimum = 0;

expBar2.Maximum = 0;

expBar2.Value = 0;

hpBar2.Minimum = 0;

hpBar2.Maximum = 0;

hpBar2.Value = 0;

atkLabel2.Text = "";

defLabel2.Text = "";

}

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

{

int idx = listBox.SelectedIndex;

if (idx > -1)

{

monster m = dbmons[idx];

listDetails(m);

}

}

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

{

int idx = battleBox.SelectedIndex;

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

if (idx > -1)

{

historyRtb.Clear();

monster mymons = dbmons[idx];

mymons.Hp = mymons.Maxhp;

enemy = new monster();

if (spawn == 1) battleDetails(enemy);

else if (spawn == 2)

{

enemy.evolve();

battleDetails(enemy);

}

statPlayer(mymons);

statEnemy(enemy);

groupBox4.Enabled = true;

groupBox5.Enabled = true;

}

else MessageBox.Show("Pilih monster dulu!");

}

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

{

int idx = battleBox.SelectedIndex;

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

monster mymons = dbmons[idx];

if (enemy.Hp > 0)

{

if (turn == 1)

{

mymons.myAttack(enemy, historyRtb);

enemy.eAttack(mymons, historyRtb);

statPlayer(mymons);

statEnemy(enemy);

}

else if (turn == 2)

{

enemy.eAttack(mymons, historyRtb);

mymons.myAttack(enemy, historyRtb);

statEnemy(enemy);

statPlayer(mymons);

}

if (enemy.Hp <= 0)

{

victory(mymons);

}

else if (mymons.Hp <= 0)

{

defeated(mymons);

}

}

else MessageBox.Show("Tidak ada musuh!");

}

}

}

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 string name, element;

private int hp, maxhp;

private int minatk, maxatk;

private int mindef, maxdef;

private int level;

private int exp, maxexp;

private bool evolved;

public monster()

{

int mons = r.Next(1,4);

int type = r.Next(1,4);

this.evolved = false;

if (mons == 1) this.name = "Phoenix";

else if (mons == 2) this.name = "Dragon";

else if (mons == 3) this.name = "Paladin";

if (type == 1) this.element = "Api";

else if (type == 2) this.element = "Angin";

else if (type == 3) this.element = "Air";

if (this.name == "Phoenix")

{

if (this.element == "Api")

{

this.hp = 5400;

this.maxhp = 5400;

this.minatk = 500;

this.maxatk = 800;

this.mindef = 200;

this.maxdef = 350;

}

else if (this.element == "Angin")

{

this.hp = 4500;

this.maxhp = 4500;

this.minatk = 600;

this.maxatk = 800;

this.mindef = 100;

this.maxdef = 250;

}

else if (this.element == "Air")

{

this.hp = 4600;

this.maxhp = 4600;

this.minatk = 500;

this.maxatk = 900;

this.mindef = 200;

this.maxdef = 300;

}

}

else if (this.name == "Dragon")

{

if (this.element == "Api")

{

this.hp = 5200;

this.maxhp = 5200;

this.minatk = 500;

this.maxatk = 850;

this.mindef = 150;

this.maxdef = 250;

}

else if (this.element == "Angin")

{

this.hp = 5800;

this.maxhp = 5800;

this.minatk = 400;

this.maxatk = 700;

this.mindef = 200;

this.maxdef = 250;

}

else if (this.element == "Air")

{

this.hp = 6600;

this.maxhp = 6600;

this.minatk = 400;

this.maxatk = 550;

this.mindef = 300;

this.maxdef = 350;

}

}

else if (this.name == "Paladin")

{

if (this.element == "Api")

{

this.hp = 6500;

this.maxhp = 6500;

this.minatk = 400;

this.maxatk = 600;

this.mindef = 200;

this.maxdef = 300;

}

else if (this.element == "Angin")

{

this.hp = 6300;

this.maxhp = 6300;

this.minatk = 400;

this.maxatk = 600;

this.mindef = 150;

this.maxdef = 300;

}

else if (this.element == "Air")

{

this.hp = 6400;

this.maxhp = 6400;

this.minatk = 400;

this.maxatk = 650;

this.mindef = 100;

this.maxdef = 250;

}

}

this.level = 1;

this.exp = 0;

this.maxexp = 200;

}

private int bonusAttack(ref int atk)

{

atk = atk + (atk \* 10 / 100);

return atk;

}

public void evolve()

{

this.evolved = true;

if (this.name == "Phoenix")

{

if (this.element == "Api")

{

this.name = "Perna";

this.maxhp = 8400;

this.minatk = 600;

this.maxatk = 900;

this.mindef = 300;

this.maxdef = 450;

}

else if (this.element == "Angin")

{

this.name = "Teshar";

this.maxhp = 7500;

this.minatk = 700;

this.maxatk = 900;

this.mindef = 200;

this.maxdef = 350;

}

else if (this.element == "Air")

{

this.name = "Sigmarus";

this.maxhp = 7600;

this.minatk = 600;

this.maxatk = 1000;

this.mindef = 300;

this.maxdef = 400;

}

}

else if (this.name == "Dragon")

{

if (this.element == "Api")

{

this.name = "Zaiross";

this.maxhp = 8200;

this.minatk = 600;

this.maxatk = 950;

this.mindef = 250;

this.maxdef = 350;

}

else if (this.element == "Angin")

{

this.name = "Jamire";

this.maxhp = 8800;

this.minatk = 500;

this.maxatk = 800;

this.mindef = 300;

this.maxdef = 350;

}

else if (this.element == "Air")

{

this.name = "Verad";

this.maxhp = 9600;

this.minatk = 500;

this.maxatk = 650;

this.mindef = 400;

this.maxdef = 450;

}

}

else if (this.name == "Paladin")

{

if (this.element == "Api")

{

this.name = "Ophilia";

this.maxhp = 9500;

this.minatk = 500;

this.maxatk = 700;

this.mindef = 300;

this.maxdef = 400;

}

else if (this.element == "Angin")

{

this.name = "Louise";

this.maxhp = 9300;

this.minatk = 500;

this.maxatk = 700;

this.mindef = 250;

this.maxdef = 400;

}

else if (this.element == "Air")

{

this.name = "Josephine";

this.maxhp = 9400;

this.minatk = 500;

this.maxatk = 750;

this.mindef = 200;

this.maxdef = 350;

}

}

}

public void myAttack(monster enemy, RichTextBox history)

{

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

int enemydef = r.Next(enemy.mindef, enemy.maxdef);

if (this.element == "Api")

{

if (enemy.element == "Angin")

{

bonusAttack(ref atk);

enemy.hp -= atk + enemydef;

}

else enemy.hp -= atk + enemydef;

}

else if (this.element == "Angin")

{

if (enemy.element == "Air")

{

bonusAttack(ref atk);

enemy.hp -= atk + enemydef;

}

else enemy.hp -= atk + enemydef;

}

else if (this.element == "Air")

{

if (enemy.element == "Api")

{

bonusAttack(ref atk);

enemy.hp -= atk + enemydef;

}

else enemy.hp -= atk + enemydef;

}

if (enemy.hp <= 0) enemy.hp = 0;

history.Text += this.name + " " + " menyerang dengan atk sebesar " + atk + "\n";

}

public void eAttack(monster mymons, RichTextBox history)

{

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

int mymonsdef = r.Next(mymons.mindef, mymons.maxdef);

if (this.element == "Api")

{

if (mymons.element == "Angin")

{

bonusAttack(ref atk);

mymons.hp -= atk + mymonsdef;

}

else mymons.hp -= atk + mymonsdef;

}

else if (this.element == "Angin")

{

if (mymons.element == "Air")

{

bonusAttack(ref atk);

mymons.hp -= atk + mymonsdef;

}

else mymons.hp -= atk + mymonsdef;

}

else if (this.element == "Air")

{

if (mymons.element == "Api")

{

bonusAttack(ref atk);

mymons.hp -= atk + mymonsdef;

}

else mymons.hp -= atk + mymonsdef;

}

if (mymons.hp <= 0) mymons.hp = 0;

history.Text += this.name + " " + this.element + " menyerang dengan atk sebesar " + atk + "\n";

}

public override string ToString()

{

return this.name;

}

public string Name

{

set { this.name = value; }

get { return this.name; }

}

public string Element

{

set { this.element = value; }

get { return this.element; }

}

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 Mindef

{

set { this.mindef = value; }

get { return this.mindef; }

}

public int Maxdef

{

set { this.maxatk = value; }

get { return this.maxdef; }

}

public int Level

{

set { this.level = value; }

get { return this.level; }

}

public int Exp

{

set { this.exp = value; }

get { return this.exp; }

}

public int Maxexp

{

set { this.maxexp = value; }

get { return this.maxdef; }

}

public bool Evolved

{

set { this.evolved = value; }

get { return this.evolved; }

}

}

}