REF #1 Simple Battle Game

Instruction

Create a simple fighting game.

Tools

JavaScript, HTML, Visual Studio Code

Description

- Write a script for a text-only turn-based RPG.
  - You play as a Warrior fighting the Skeleton King.
  - The game has the following mechanics:
    - The Warrior and the Skeleton King have 100 and 300 Health Points respectively.
    - The player would control the Warrior.
    - The goal of the game would be to defeat the Skeleton King by reducing its Health Points to 0. If the Warrior's Health Points would reduce to 0, the player loses.
    - Warrior has four moves.

- **Attack** - deals damage to the Skeleton King
- **Block** - cancels the Skeleton King's Light Attack, useless otherwise.
- **Counter** - cancels the Skeleton King's Heavy Attack, then deals a high amount of damage to the Skeleton King.
- **Fireball** - deals damage to the Skeleton King. The Skeleton King takes more damage from Fireball if it is using Bone Block.
- Skeleton King has four moves.
  - **Light Attack** - deals damage to the Warrior, nullified if the Warrior uses Block.
  - **Heavy Attack** - deals damage to the Warrior, backfires if the Warrior uses Counter.
  - **Bone Block** - cancels the Warrior's Attack. The Skeleton King takes more damage from Fireball.
  - **Magic Shield** - cancels the Warrior's Fireball and healing the Skeleton King's Health Points.
- The game would be turn-based.
  - Each turn, the Warrior would select one of the 4 moves to execute. The Skeleton King would select a random move.
  - Upon selecting a move, the turn would play out depending on the moves selected.
  - Another turn is played until one of the two character's Health Points drops to 0.