User Input:

|  |  |  |
| --- | --- | --- |
| INPUT | PROCESS | OUTPUT |
| None | Name = Prompt the user to inter a name for the character. | Creates the name of the character to be used in the story. |

Attack:

|  |  |  |
| --- | --- | --- |
| INPUT | PROCESS | OUTPUT |
| Character.damage == to class attack  Enemy.damage == to class attack | enemy.health -= (enemy.armor -= character.damage)  Character.health -= (character.armor -= character.damage) | If character.damage <= enemy.armor{no damage}  If character.damage > enemy.armor {update enemy health}  If enemy.damage <= character.armor{no damage}  enemy.damage > character.armor {update enemy health} |

Health:

|  |  |  |
| --- | --- | --- |
| INPUT | PROCESS | OUTPUT |
| Character.health  Enemy.health | If character health <= 0{}  If enemy.health <= 0{} | Display you lost, End Game  You have defeted {enemy} gold++ |

HUD:

|  |  |  |
| --- | --- | --- |
| INPUT | PROCESS | OUTPUT |
| Character.health  Character.defense  Character.attack  Character.name | Update HUD | Display info on HUD |

Level up:

|  |  |  |
| --- | --- | --- |
| INPUT | PROCESS | OUTPUT |
| Increase a state {User Input} | Increase choosen state++ | Display new state on HUD |