

Photo matching
Farming game
Single Pokemon game
Matching black Jack
2 Player Bullet Hell
Rpg Rock Paper Scissors

Make if statements for player
attacks and make them lower
a life variable of enemy

Effective move does more damage
Health starts at 160 for npc
and 200 for player

3 health variables

block receives half damage

Circle - 3

Triangle

Square

Pentagon

Did block yes set to true

if attack set to false

add move names, make

enemy choice in enemy function

Time log

march 19 added

random Selector for attacks

and if the enemy blocks

it can't block until the attack

march 25 debugged enemy function

added attack names, changed

variables.

/// Block does not turn off

has a solution, maybe a cooldown.

march 26 added Health

bars for the player and

enemy.

Removed blocking for the
enemy

best Health bars

