

AI

Player Interaction

Sound & image

Elements

fire
water ← earth

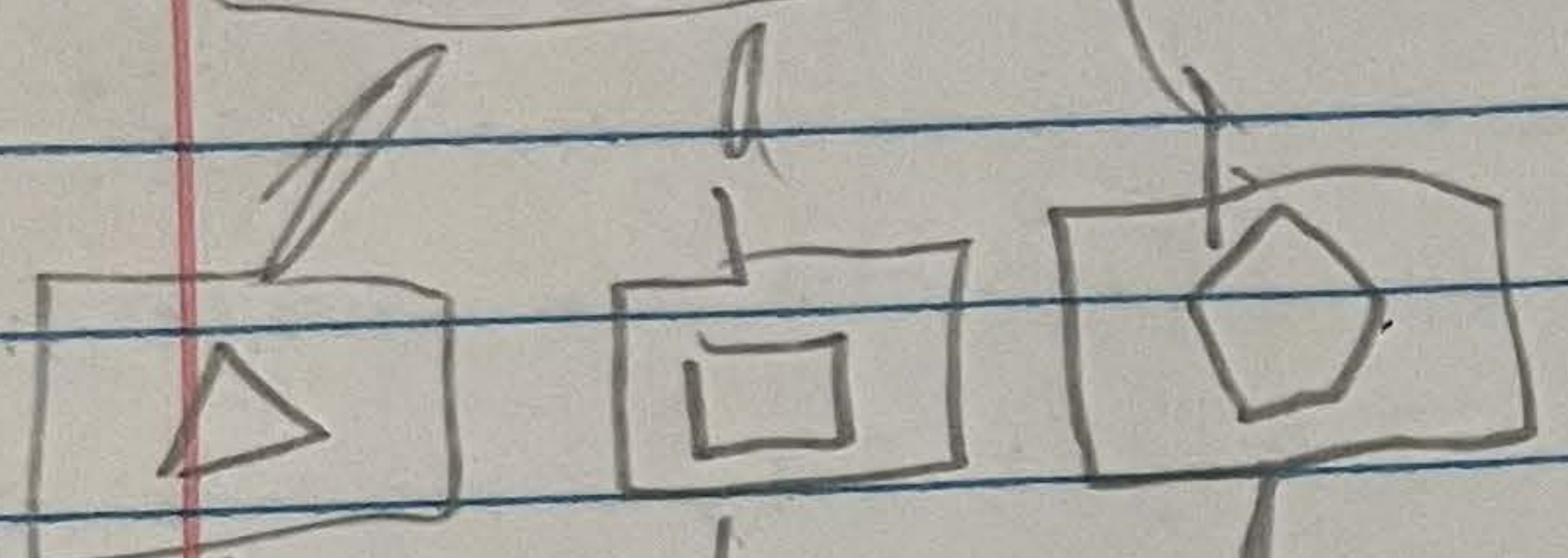
fire = 0
water = 1
earth = 2

damage = player.damage or AI.damage

Start

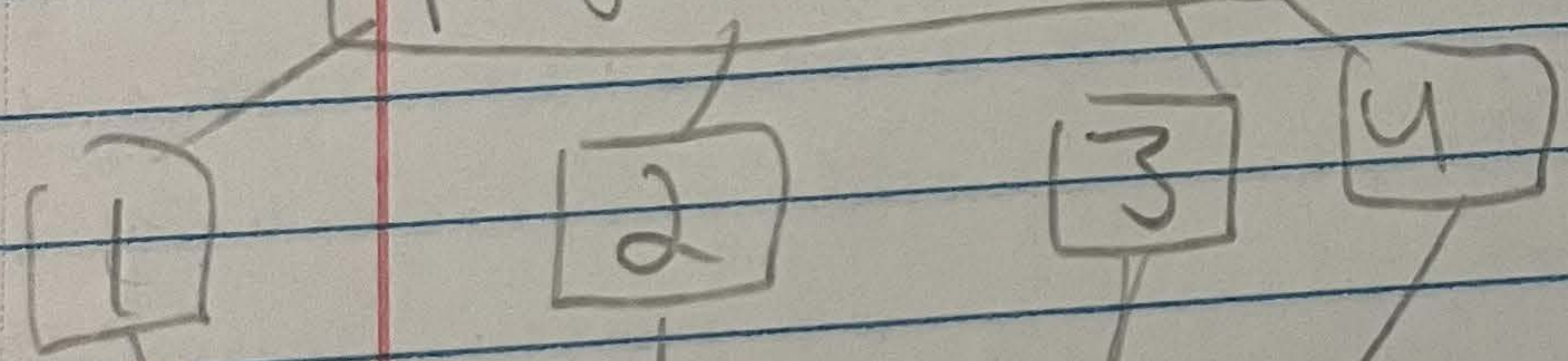
Declare Variables

Who am I fighting



Set HP, Active AI

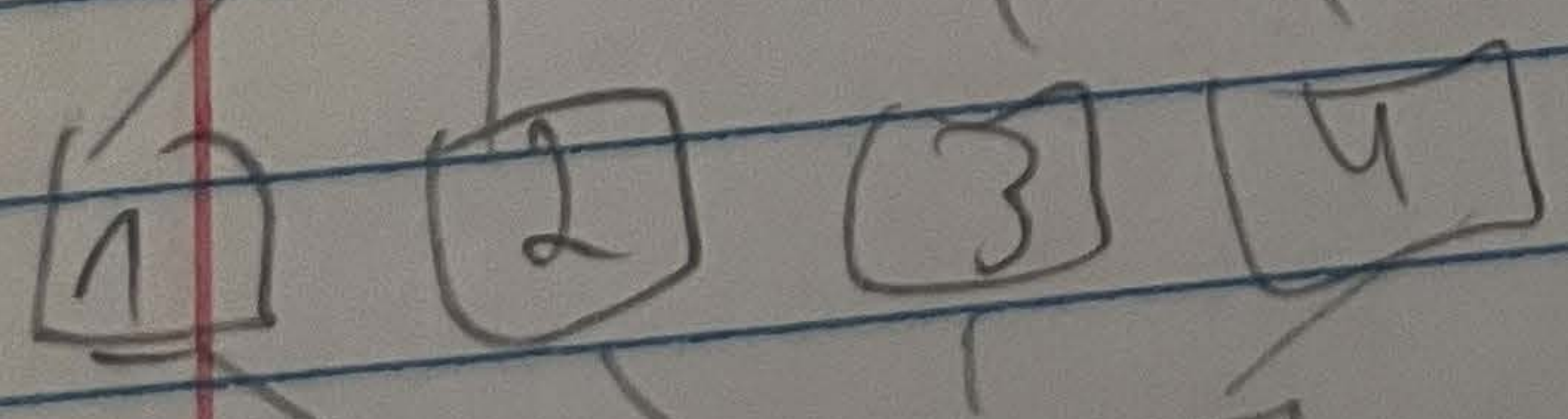
player choice



calc Damage

Anim / HP BAR

AI choice



damage HP

Battle Manager
battles Won - current Battle
if (battles Won = 3)
{ Win Screen (); }

PlayerTurn();

if (Input.GetKey Enter) {
 damage = damageValue;
 element = 0;
 if (enemyElement = 1) {
 damage = damage * 1.5;
 }

AITurn();