|  |  |
| --- | --- |
| Full Name | Owen Sanchez |
| Student ID | 1912989 |

Initial Design

Prompt: To make a game using decisions I decided to make a small turn based rpg. This code will ask you to make decisions based on turn-based combat.

1. Prompt user to input name of Character to be used for the rest of the program.
2. Ask user to pick up sword

* If user picks it up continue the story and use the constant 2.5 damage for the sword
* If else it is game over and the game never starts. Therefore set the loop back to ask the player to pick up the sword again.

1. Output enemy seeing the sword and tell user the battle is starting.
2. All enemies health is 2.5 as a constant.
3. Prompt user to pick between 3 enemies to attack.
4. If user chooses enemy 1, the other two enemies will flee

* If user chooses enemy 2, the other two enemies will attack and it is game over. Restart loop to prompt user to pick another enemy.
* If enemy 3 is chosen he will drop a shield that can be used in battle to block enemies attacks.

1. Print the user going into another room.
2. The room has two enemies and then prompt user to initiate battle.
3. Create health constant of 6 hp.
4. Give user options of attack enemy 1, attack enemy 2, or use shield.
5. If the user chooses to attack enemy 1 with the sword then enemy 1 dies and enemy 2 attacks and deals 3 damage. Therefore user\_health = 0. Loop back to the beginning of the fight.

* If user chooses to attack enemy 2 with sword then the user misses and both enemies attack for 3 damage. User\_health = 3
* If user picked up shield from the previous enemy and uses shield. The player will block the attack from enemy 1 and use sword on enemy 2. Then player will only be able to attack enemy 1.

1. Prompt user to move onto the next room.
2. Next room tells user he has won the game and made it out of the dungeon.