Nama : Muhammad Audy

NRP : 1152000041

PBO TUGAS 2

Coding :

*#Nama : Muhammad Audy*

*#NRP : 1152000041*

*#Tugas 2*

**import** random

**import** os

class Hero:

**def** \_\_init\_\_(*self*, **n**, **ba**, **hp**, **skill**, **pasif**):

*self*.nama **=** n

*self*.basicAttack **=** int(ba)

*self*.hp **=** int(hp)

*self*.skill **=** skill

*self*.pasif **=** pasif

*self*.item **=** []

**def** tambahItem(*self*, **item**):

*self*.item.append(item)

class Magical(*Hero*):

**def** \_\_init\_\_(*self*, **n**, **ba**, **hp**, **skill**, **mp**, **pd**, **pasif**):

*self*.magicPower **=** int(mp)

*self*.physicalDefense **=** int(pd)

        super().\_\_init\_\_(n, ba, hp, skill, pasif)

class Physical(*Hero*):

**def** \_\_init\_\_(*self*, **n**, **ba**, **hp**, **skill**, **pa**, **md**, **pasif**):

*self*.physicalAttack **=** int(pa)

*self*.magicDefense **=** int(md)

        super().\_\_init\_\_(n, ba, hp, skill, pasif)

class Item:

**def** \_\_init\_\_(*self*, **n**, **dmg**):

*self*.nama **=** n

*self*.damage **=** int(dmg)

class Skill:

**def** \_\_init\_\_(*self*, **n**, **attck**, **deff**):

*self*.nama **=** n

*self*.attack **=** int(attck)

*self*.defense **=** int(deff)

save\_item\_dari\_input\_masukan **=** []

mystic\_gush **=** Skill("Mystic Gush", 10, 80)

deadly\_magic **=** Skill("Deadly Magic", 20, 70)

order\_n\_chaos **=** Skill("Order & Chaos", 30, 60)

violet\_reqiem **=** Skill("Violet Reqiem", 40, 50)

zaman\_force **=** Skill("Zaman Force", 40, 50)

vegeane\_flame **=** Skill("Vegeane Flame", 60, 30)

feathered\_air\_strike **=** Skill("Fearhered Air Strike", 70, 20)

bast\_feast **=** Skill("Bats Feast", 80, 10)

triple\_sweep **=** Skill("Triple Sweep", 20, 10)

alecto **=** Skill("Alecto : Final Blow", 30, 15)

the\_way\_of\_dragon **=** Skill("The Way of Dragon", 40, 20)

pasif **=** Skill("Pasif", 200, 0)

gord **=** Magical("Gord", 100, 800, mystic\_gush, 100, 100, 0)

harley **=** Magical("Harley", 100, 700, deadly\_magic, 200, 200, 0)

lunox **=** Magical("Lunox", 100, 600, order\_n\_chaos, 300, 300, pasif)

guinevere **=** Magical("Guinevere", 100, 500, violet\_reqiem, 400, 400, 0)

harith **=** Magical("Harith", 100, 400, zaman\_force, 500, 500, 0)

valir **=** Magical("Valir", 100, 300, vegeane\_flame, 600, 600, 0)

pharsa **=** Magical("Pharsa", 100, 200, feathered\_air\_strike, 700, 700, pasif)

cecillion **=** Magical("Cecillion", 100, 100, bast\_feast, 800, 800, 0)

list\_hero\_magic **=** [gord, harley, lunox, guinevere, harith, valir, pharsa, cecillion]

saber **=** Physical("Saber", 100, 400, triple\_sweep, 400, 400, pasif)

benedetta **=** Physical("Benedetta", 100, 300, alecto, 500, 500, pasif)

chou **=** Physical("Chou", 100, 500, the\_way\_of\_dragon, 40, 20, pasif)

hero\_random\_magic1 **=** (random.choice(list\_hero\_magic))

hero\_random\_magic2 **=** (random.choice(list\_hero\_magic))

hero\_random\_magic3 **=** (random.choice(list\_hero\_magic))

save\_hero\_magic\_random1 **=** hero\_random\_magic1

save\_hero\_magic\_random2 **=** hero\_random\_magic2

save\_hero\_magic\_random3 **=** hero\_random\_magic3

**while**(True):

    print("selamat datang di pertempuran 3 vs 3")

    print("pilihan :")

    print("1. lihat daftar hero magic")

    print("2. lihat daftar hero pyhical")

    print("3. lihat skill hero magic")

    print("4. lihat skill hero physical")

    print("5. pilih hero & buat item")

    print("6. beli item")

    print("7. battle")

    print("8. keluar")

    print("pilih menu: ")

    pilih\_menu **=** int(input())

**if** pilih\_menu **==** 1:

        print("#########")

        print("Daftar nama hero magic")

        print("$$$$$$$$$")

        print("gord")

        print("harley")

        print("lunox")

        print("guinevere")

        print("harith")

        print("valir")

        print("pharsa")

        print("cecillion")

        print("#########")

        os.system("pause")

**elif** pilih\_menu **==** 2:

        print("menu 2")

        print("#########")

        print("Daftar nama hero magic")

        print("$$$$$$$$$")

        print("saber")

        print("benedetta")

        print("chou")

        print("#########")

        os.system("pause")

**elif** pilih\_menu **==** 3:

        print("#########")

        print("daftar nama skill hero magic")

        print("$$$$$$$$$")

        print("gord memiliki skill ", gord.skill.nama)

        print("harley memiliki skill ", harley.skill.nama)

        print("lunox memiliki skill order n chaos", gord.skill.nama)

        print("lunox memiliki skill pasif", lunox.pasif.nama)

        print("guinevere memiliki skill violet reqiem", guinevere.skill.nama)

        print("harith memiliki skill zaman force", harith.skill.nama)

        print("valir memiliki skill fegeane flame", valir.skill.nama)

        print("pharsa memiliki skill feathered air strike", pharsa.skill.nama)

        print("pharsa memiliki skill pasif", pharsa.pasif.nama)

        print("cecilion memiliki skill bast feast", cecillion.skill.nama)

        print("#########")

        os.system("pause")

**elif** pilih\_menu **==** 4:

        print("#########")

        print("daftar nama skill hero physical")

        print("$$$$$$$$$")

        print("saber memiliki skill triple sweap", saber.skill.nama)

        print("saber memiliki skill pasif", saber.pasif.nama)

        print("benedetta memiliki skill alecto", benedetta.skill.nama)

        print("benedetta memiliki skill pasif", benedetta.pasif.nama)

        print("chou memiliki skill the way of the dragon", chou.skill.nama)

        print("chou memiliki skill pasif", chou.pasif.nama)

        print("#########")

        os.system("pause")

**elif** pilih\_menu **==** 5:

        print("3 Magic VS 3 Physical")

        print(save\_hero\_magic\_random1.nama)

        print("vs")

        print("saber")

        print("3 Magic VS 3 Physical")

        print(save\_hero\_magic\_random2.nama)

        print("vs")

        print("benedetta")

        print("3 Magic VS 3 Physical")

        print(save\_hero\_magic\_random3.nama)

        print("vs")

        print("chou")

        os.system('pause')

        print("buat item dan tambahkan kepada hero")

        print("membuat beberapa objek item sampai berhenti")

        i **=** 1

**while** True:

            print(f"Item ke- {i}")

            masukanItem **=** input("Masukan atribut item / berhenti : ")

**if** masukanItem **==** "berhenti":

**break**

**else**:

                listMasukan **=** masukanItem.split("#")

                save\_item\_dari\_input\_masukan.append(Item(listMasukan[0], listMasukan[1]))

                i **+=** 1

        os.system('pause')

**elif** pilih\_menu **==** 6:

        random\_item1 **=** (random.choice(save\_item\_dari\_input\_masukan))

        random\_item2 **=** (random.choice(save\_item\_dari\_input\_masukan))

        random\_item3 **=** (random.choice(save\_item\_dari\_input\_masukan))

        random\_item4 **=** (random.choice(save\_item\_dari\_input\_masukan))

        random\_item5 **=** (random.choice(save\_item\_dari\_input\_masukan))

        random\_item6 **=** (random.choice(save\_item\_dari\_input\_masukan))

        save\_random\_item1 **=** random\_item1

        save\_random\_item2 **=** random\_item2

        save\_random\_item3 **=** random\_item3

        save\_random\_item4 **=** random\_item4

        save\_random\_item5 **=** random\_item5

        save\_random\_item6 **=** random\_item6

        print("hero membeli item")

        print(save\_hero\_magic\_random1.nama, "membeli item", save\_random\_item1.nama)

        print(save\_hero\_magic\_random2.nama, "membeli item", save\_random\_item2.nama)

        print(save\_hero\_magic\_random3.nama, "membeli item", save\_random\_item3.nama)

        print("saber membeli item", save\_random\_item4.nama)

        print("benedetta membeli item", save\_random\_item5.nama)

        print("chou membeli item", save\_random\_item6.nama)

        save\_hero\_magic\_random1.tambahItem(save\_random\_item1)

        save\_hero\_magic\_random2.tambahItem(save\_random\_item2)

        save\_hero\_magic\_random3.tambahItem(save\_random\_item3)

        saber.tambahItem(save\_random\_item4)

        benedetta.tambahItem(save\_random\_item5)

        chou.tambahItem(save\_random\_item6)

        os.system('pause')

**elif** pilih\_menu **==** 7:

        total\_serangan1\_1 **=** save\_hero\_magic\_random1.basicAttack **+** save\_random\_item1.damage

        saber.magicDefense **=** saber.magicDefense **-** total\_serangan1\_1

        total\_serangan2\_1 **=** saber.basicAttack **+** save\_random\_item4.damage

        save\_hero\_magic\_random1.physicalDefense **=** save\_hero\_magic\_random1.physicalDefense **-** total\_serangan2\_1

        print("Battle dimulai")

        print("#########################")

        print(save\_hero\_magic\_random1.nama, "menyerang saber dengan basic attack + item ", save\_random\_item1.nama, "sebesar ", total\_serangan1\_1)

        print("magic defense saber menjadi ", saber.magicDefense)

        print("saber menyerang ", save\_hero\_magic\_random1.nama, "dengan basic attack + item ", save\_random\_item4.nama, "sebesar ", total\_serangan2\_1)

        print("physical defense ", save\_hero\_magic\_random1.nama, "menjadi ", save\_hero\_magic\_random1.physicalDefense)

        total\_serangan3\_1 **=** save\_hero\_magic\_random1.magicPower **+** save\_hero\_magic\_random1.skill.attack

        saber.magicDefense **=** saber.magicDefense **-** total\_serangan3\_1

        print(save\_hero\_magic\_random1.nama, "menyerang saber dengan magic attack + ultimate ", save\_hero\_magic\_random1.skill.nama, "sebesar ", total\_serangan3\_1)

        print("magic defense saber menjadi", saber.magicDefense)

        total\_serangan4\_1 **=** saber.physicalAttack **+** saber.skill.attack **+** saber.pasif.attack

        save\_hero\_magic\_random1.physicalDefense **=** save\_hero\_magic\_random1.physicalDefense **-** total\_serangan4\_1

        print("saber menyerang ", save\_hero\_magic\_random1.nama, "dengan physic attack + ultimate ", saber.skill.nama, "+ pasif sebesar", total\_serangan4\_1)

        print("physical defense ", save\_hero\_magic\_random1.nama, "menjadi ", save\_hero\_magic\_random1.physicalDefense)

**if** save\_hero\_magic\_random1.hp **>** saber.hp:

            print("############################")

            print(save\_hero\_magic\_random1.nama, " WIN" )

            print("############################")

**else**:

            print("############################")

            print("saber WIN" )

            print("############################")

        total\_serangan1\_2 **=** save\_hero\_magic\_random2.basicAttack **+** save\_random\_item2.damage

        benedetta.magicDefense **=** benedetta.magicDefense **-** total\_serangan1\_2

        total\_serangan2\_2 **=** benedetta.basicAttack **+** save\_random\_item5.damage

        save\_hero\_magic\_random2.physicalDefense **=** save\_hero\_magic\_random2.physicalDefense **-** total\_serangan2\_2

        print("Battle dimulai")

        print("#########################")

        print(save\_hero\_magic\_random2.nama, "menyerang benedetta dengan basic attack + item ", save\_random\_item2.nama, "sebesar ", total\_serangan1\_2)

        print("magic defense benedetta menjadi ", benedetta.magicDefense)

        print("saber menyerang ", save\_hero\_magic\_random2.nama, "dengan basic attack + item ", save\_random\_item5.nama, "sebesar ", total\_serangan2\_2)

        print("physical defense ", save\_hero\_magic\_random2.nama, "menjadi ", save\_hero\_magic\_random2.physicalDefense)

        total\_serangan3\_2 **=** save\_hero\_magic\_random2.magicPower **+** save\_hero\_magic\_random2.skill.attack

        benedetta.magicDefense **=** benedetta.magicDefense **-** total\_serangan3\_2

        print(save\_hero\_magic\_random2.nama, "menyerang saber dengan magic attack + ultimate ", save\_hero\_magic\_random2.skill.nama, "sebesar ", total\_serangan3\_2)

        print("magic defense benedetta menjadi", benedetta.magicDefense)

        total\_serangan4\_2 **=** benedetta.physicalAttack **+** benedetta.skill.attack **+** benedetta.pasif.attack

        save\_hero\_magic\_random2.physicalDefense **=** save\_hero\_magic\_random2.physicalDefense **-** total\_serangan4\_2

        print("{saber menyerang ", save\_hero\_magic\_random2.nama, "dengan physic attack + ultimate ", benedetta.skill.nama, "+ pasif sebesar", total\_serangan4\_2)

        print("physical defense ", save\_hero\_magic\_random2.nama, "menjadi ", save\_hero\_magic\_random2.physicalDefense)

**if** save\_hero\_magic\_random2.hp **>** benedetta.hp:

            print("############################")

            print(save\_hero\_magic\_random2.nama, " WIN" )

            print("############################")

**else**:

            print("############################")

            print("benedetta WIN" )

            print("############################")

        total\_serangan1\_3 **=** save\_hero\_magic\_random3.basicAttack **+** save\_random\_item3.damage

        chou.magicDefense **=** chou.magicDefense **-** total\_serangan1\_3

        total\_serangan2\_3 **=** chou.basicAttack **+** save\_random\_item6.damage

        save\_hero\_magic\_random3.physicalDefense **=** save\_hero\_magic\_random3.physicalDefense **-** total\_serangan2\_3

        print("Battle dimulai")

        print("#########################")

        print(save\_hero\_magic\_random3.nama, "menyerang chou dengan basic attack + item ", save\_random\_item3.nama, "sebesar ", total\_serangan1\_3)

        print("magic defense chou menjadi ", chou.magicDefense)

        print("chou menyerang ", save\_hero\_magic\_random3.nama, "dengan basic attack + item ", save\_random\_item6.nama, "sebesar ", total\_serangan2\_3)

        print("physical defense ", save\_hero\_magic\_random3.nama, "menjadi ", save\_hero\_magic\_random3.physicalDefense)

        total\_serangan3\_3 **=** save\_hero\_magic\_random3.magicPower **+** save\_hero\_magic\_random3.skill.attack

        chou.magicDefense **=** chou.magicDefense **-** total\_serangan3\_3

        print(save\_hero\_magic\_random3.nama, "menyerang chou dengan magic attack + ultimate ", save\_hero\_magic\_random3.skill.nama, "sebesar ", total\_serangan3\_3)

        print("magic defense chou menjadi", chou.magicDefense)

        total\_serangan4\_3 **=** chou.physicalAttack **+** chou.skill.attack **+** chou.pasif.attack

        save\_hero\_magic\_random3.physicalDefense **=** save\_hero\_magic\_random3.physicalDefense **-** total\_serangan4\_3

        print("chou menyerang ", save\_hero\_magic\_random3.nama, "dengan physic attack + ultimate ", chou.skill.nama, "+ pasif sebesar", total\_serangan4\_3)

        print("physical defense ", save\_hero\_magic\_random3.nama, "menjadi ", save\_hero\_magic\_random3.physicalDefense)

**if** save\_hero\_magic\_random3.hp **>** chou.hp:

            print("############################")

            print(save\_hero\_magic\_random3.nama, " WIN" )

            print("############################")

**else**:

            print("############################")

            print("chou WIN" )

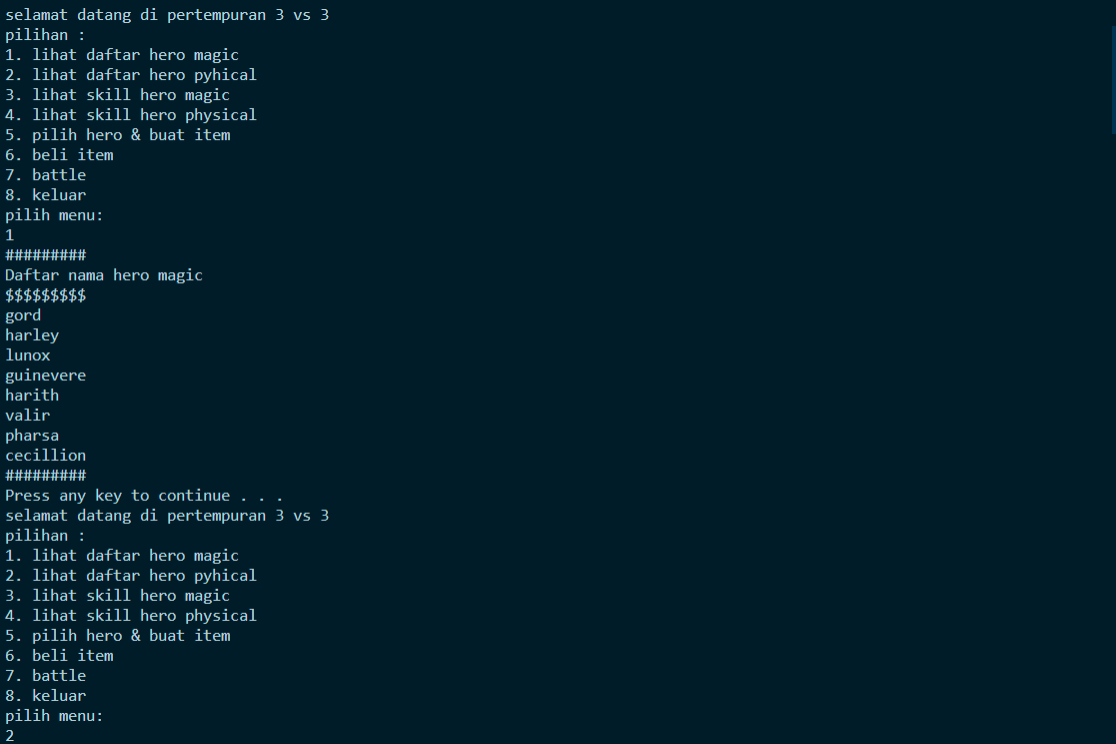
            print("############################")

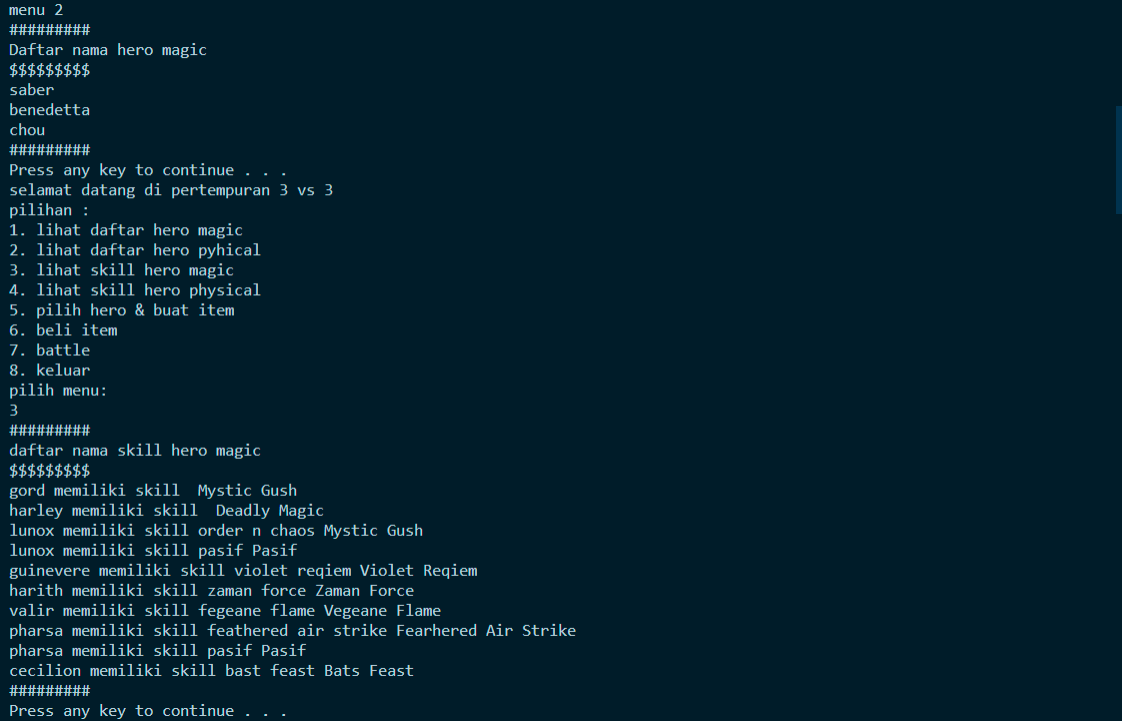
**else**:

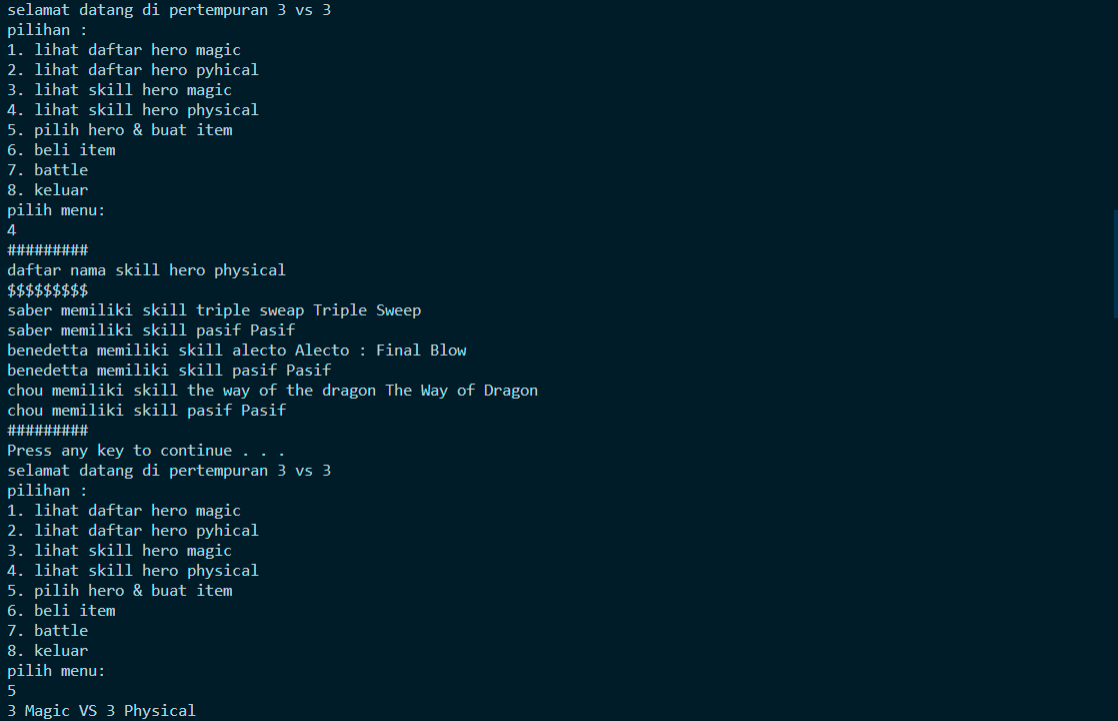
        print("keluar")

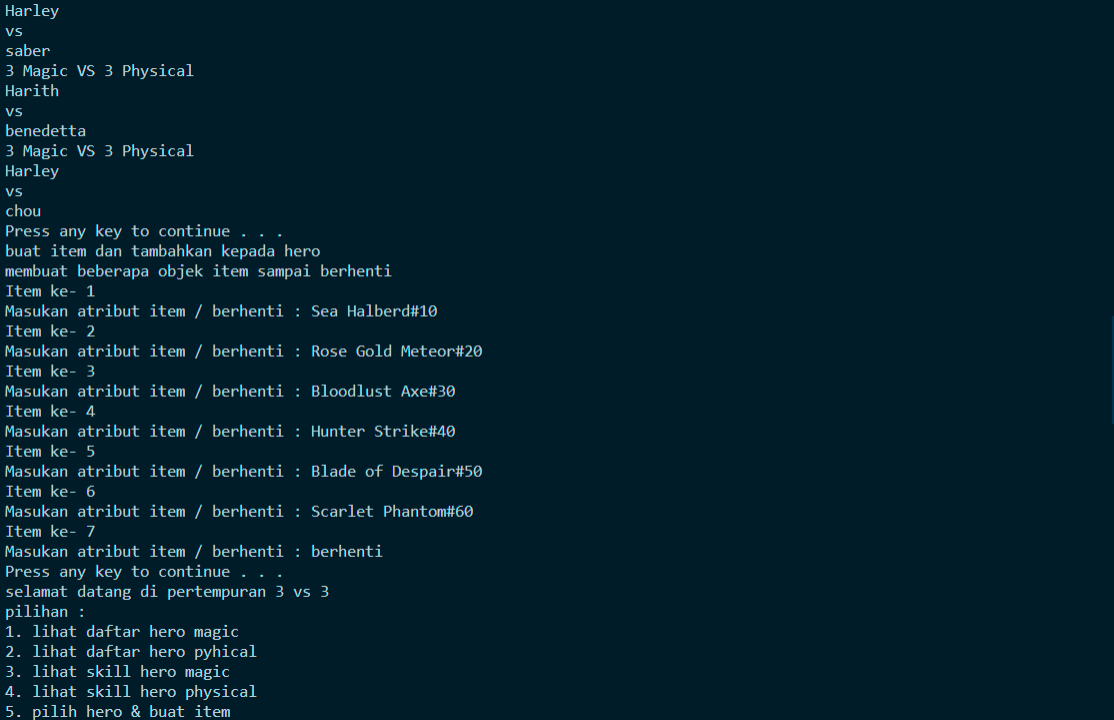
**break**

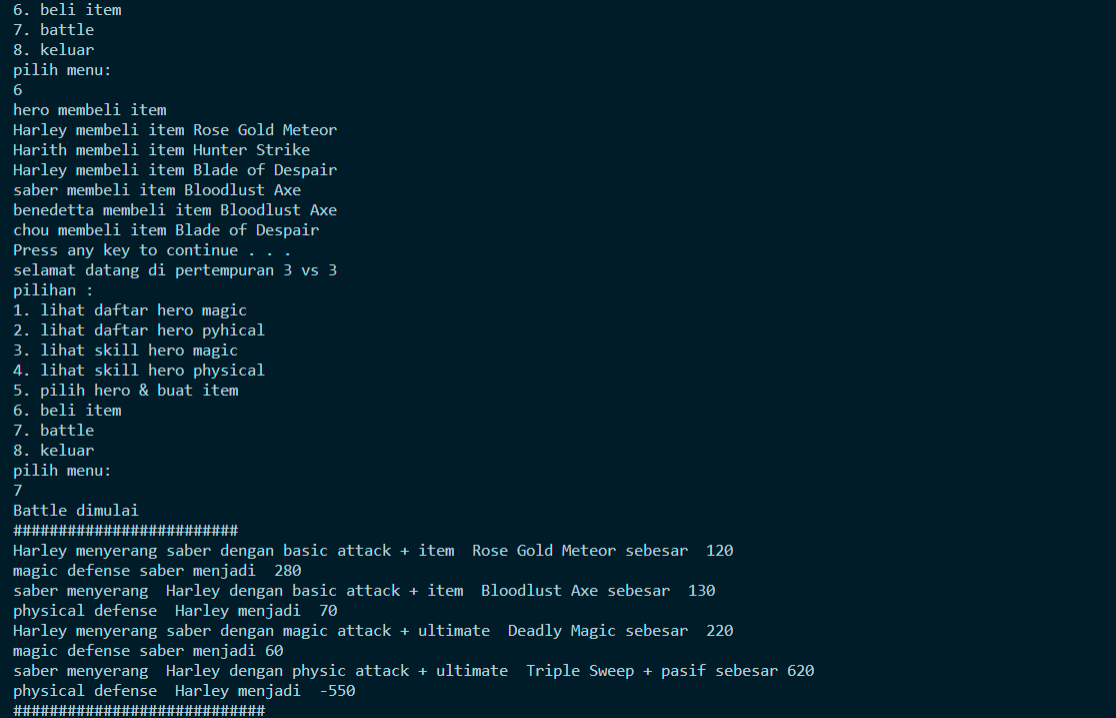
Hasil :

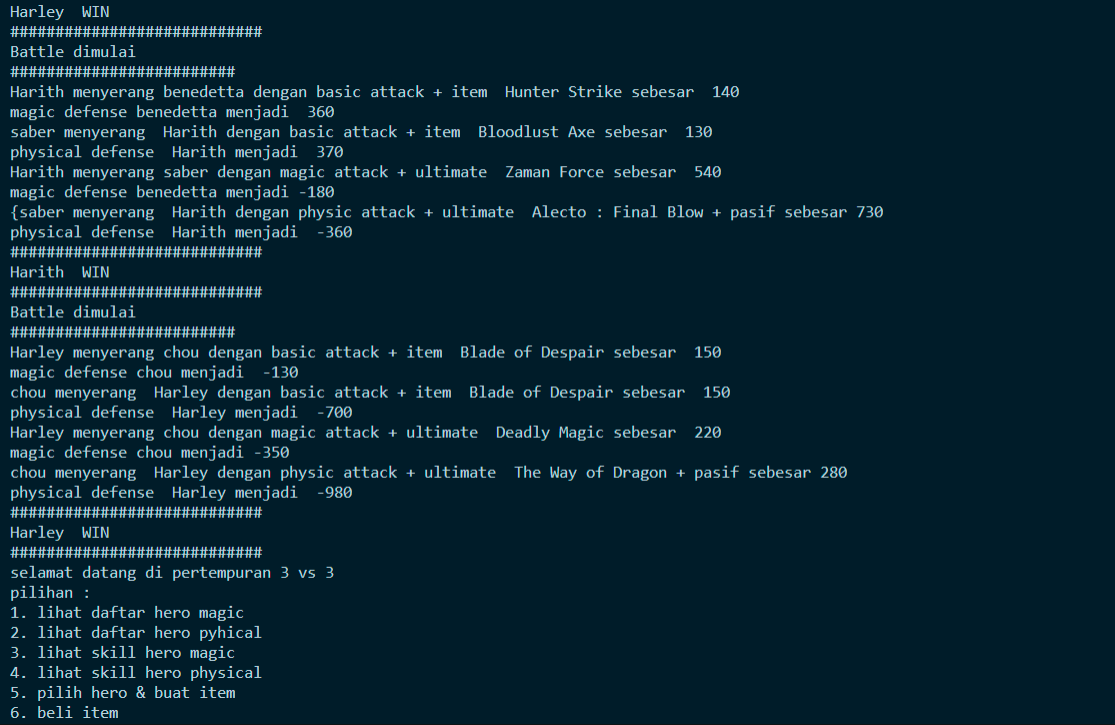


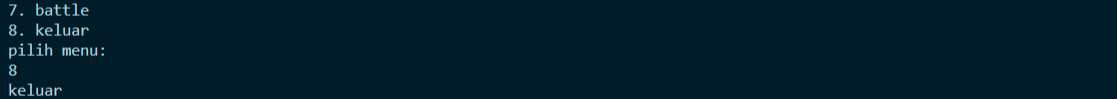












Keterangan Output Menu 7 (Battle):

# HARLEY VS SABER

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **serang** | **Hero** | | |  | **Lawan** | | | | **BA** | **Item** | **Damage** | | | **Defense awal** | | | |  | **HP awal** | **Defense akhir** | | | | **HP akhir** |
| **1** |  | **Harley** |  |  |  | **Saber** | |  | **100** | **20** |  | **120** |  |  | **400** |  | |  | **400** |  |  | **280** | | **400** |
| **2** |  | **Saber** | |  |  | **Harley** |  | | **100** | **30** |  | **130** |  |  | **200** |  | |  | **700** |  | **70** | |  | **700** |
|  |  | | |  |  | | | |  |  |  | | |  | | | |  |  |  | | | |  |
| **serang** | **Hero** | | |  | **Lawan** | | | | **MA**  **/ PA** | **Ulti + Pasif** | **Damage** | | | **Defense awal +**  **skill** | | | |  | **HP awal** | **Defense akhir** | | | | **HP akhir** |
| **3** |  | **Harley** |  |  |  | **Saber** | |  | **200** | **20** |  | **220** |  |  | **280 + 20** | | |  | **400** |  |  | **60** | | **400** |
| **4** |  | **Saber** | |  |  | **Harley** |  | | **400** | **20 +**  **200** |  | **620** |  |  | **70 + 70** | |  |  | **700** |  | **-(550)** | | | **700** |
|  | |  |  |  | |
|  |  | | |  |  | | | |  |  |  | | |  | | | |  |  |  | | | |  |
|  | | | |  | | | | | |  | **Harley WIN** | | | | | | |  | |  | | | | |

# HARITH VS BENEDETTA

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **serang** | | **Hero** | | |  | **Lawan** | | | | **BA** | | **Item** | | **Damage** | | | **Defense awal** | | |  | **HP awal** | | **Defense akhir** | | | | **HP akhir** | | |
| **1** | |  | **Harith** |  |  |  | **Bened** | |  | **100** | | **40** | |  | **140** |  |  | **500** |  |  | **300** | |  | **360** |  | | **300** | | |
| **2** | |  | **Bened** | |  |  | **Harith** |  | | **100** | | **30** | |  | **130** |  |  | **500** |  |  | **400** | |  | **370** |  | | **500** | | |
|  | |  | | |  |  | | | |  | |  | |  | | |  | | |  |  | |  | | | |  | | |
| **serang** | | **Hero** | | |  | **Lawan** | | | | **MA**  **/ PA** | | **Ulti + Pasif** | | **Damage** | | | **Defense awal +**  **skill** | | |  | **HP awal** | | **Defense akhir** | | | | **HP akhir** | | |
| **3** | |  | **Harith** |  |  |  | **Bened** | |  | **500** | | **40** | |  | **550** |  |  | **370 + 15** | |  | **300** | |  | **-(180)** | |  |  | **300** |  |
|  | **4** |  | **Bened** | |  |  | **Harith** |  | |  | **500** |  | **30 + 200** |  | **730** | |  | **370 + 40** | |  |  | **500** |  | **-(360)** | | |  | **500** | |
|  | |  | | |  |  | | | |  | |  | |  | | |  | | |  |  | |  | | | |  | | |
|  | | | | |  | | | | | | |  | | **Lunox WIN** | | | | | |  | | |  | | | | | | |

# Guinevere VS CHOU

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **serang** | | **Hero** | | |  | **Lawan** | | |  | **BA** | | **Item** | | **Damage** | | | **Defense awal** | | | | **HP awal** | | **Defense akhir** | | | | **HP akhir** | | |
| **1** | |  | **Harley** | |  |  | **Chou** |  |  | **100** | | **50** | |  | **150** |  |  | **300** |  | | **500** | |  | **-** | **(130)** | | **500** | | |
| **2** | |  | **Chou** |  |  |  | **Harley** | |  | **100** | | **50** | |  | **150** |  |  | **700** |  | | **500** | |  | **270** |  | | **500** | | |
|  | |  | | |  |  | | |  |  | |  | |  | | |  | | | |  | |  | | | |  | | |
| **serang** | | **Hero** | | |  | **Lawan** | | |  | **MA**  **/ PA** | | **Ulti + Pasif** | | **Damage** | | | **Defense awal +**  **skill** | | | | **HP awal** | | **Defense akhir** | | | | **HP akhir** | | |
| **3** | |  | **Guin** | |  |  | **Chou** |  |  | **400** | | **40** | |  | **440** |  |  | **270 +70** | |  | **500** | | **-** | **(350)** | |  |  | **500** |  |
|  | |  |  |  | |  | |  |
|  | **4** |  | **Chou** |  |  |  | **Guin** | |  | **300** |  |  | **40 + 200** |  | **540** | |  | **-(130) + 50** | | |  | **500** |  | **-(980)** | | |  | **500** | |
|  | |  | | |  |  | | |  |  | |  | |  | | |  | | | |  | |  | | | |  | | |
|  | | | | |  | | | | **Chou WIN** | | | | | | | | | | | | | |  | | | | | | |