User Manual

Once the program opens, the user will be prompted to type in the name of the hero. After inputting the name the user needs to input how many monsters they want their hero to face. Next, there a random monster will be generated for the user to fight. The description of the monster will output. The hero’s information will be displayed on the screen. The information includes the health, amount of fireballs and potions left. The program asks the user if they want to use their sword, shield, fireball, potion, or exit the program. If the monster is defeated the user will move on to the next monster if there are any left. If the monster is not defeated, the monster will attack the hero causing the hero to lose health. Once all of the monsters are defeated or the hero loses the program will end.