**Creature Battle Game** *by Christopher Garcia*

**Introduction:**

This game was inspired by Pokemon where two monsters battle using abilities to defeat there enemy. Although in early stages, the game show potential for advanced damage calculations and unique status effect abilities. The game implements the use of energy and sequence to provide tactical advantages and varied strategies.

**Rules of the Game:**

The game displays both Creatures health and the user’s Creature’s Abilities. Then the User chooses from the list keeping in mind the cost of each ability, in energy, and the total energy. Each turn will use the chosen ability and deal damage to the other creature. The last creature standing wins.

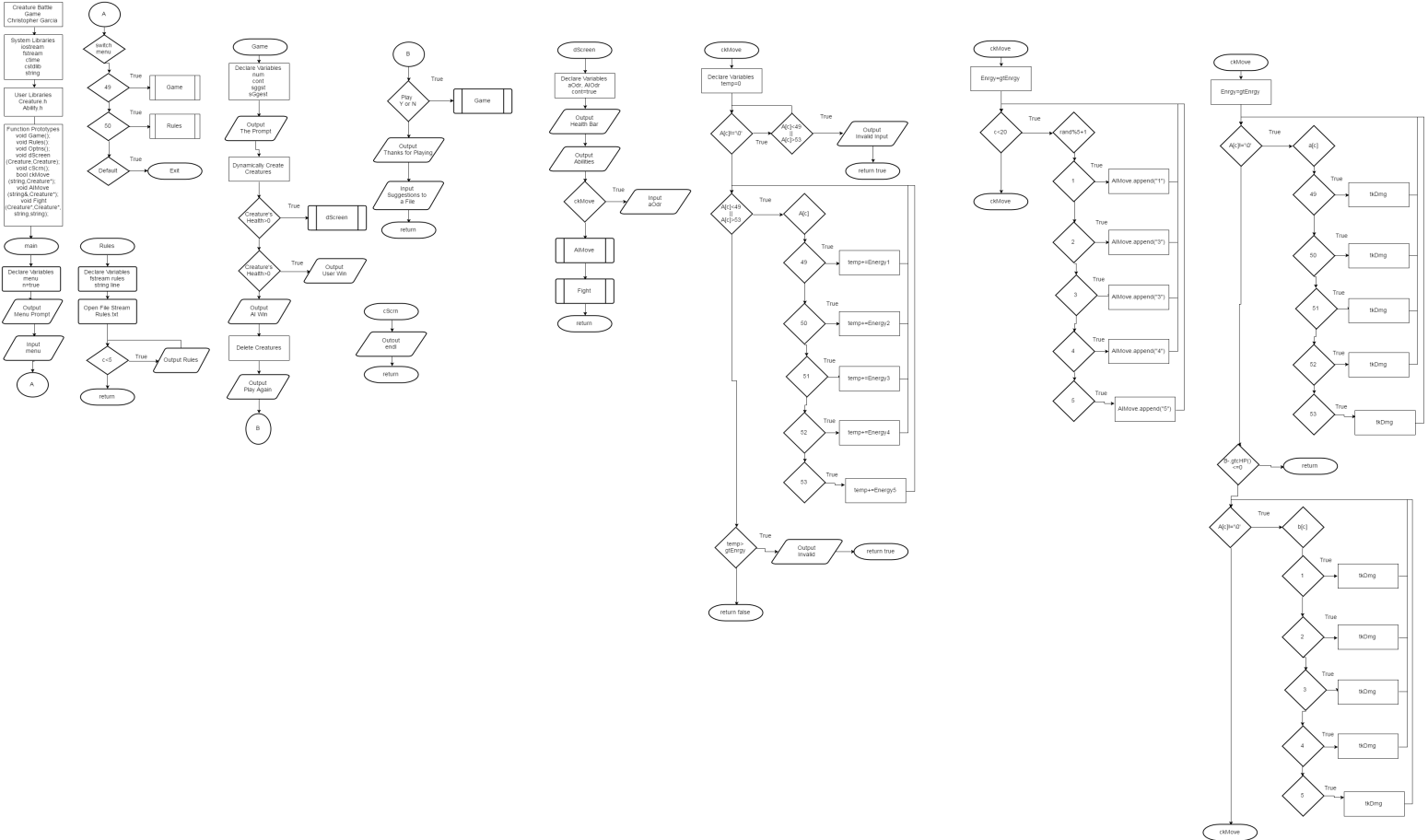
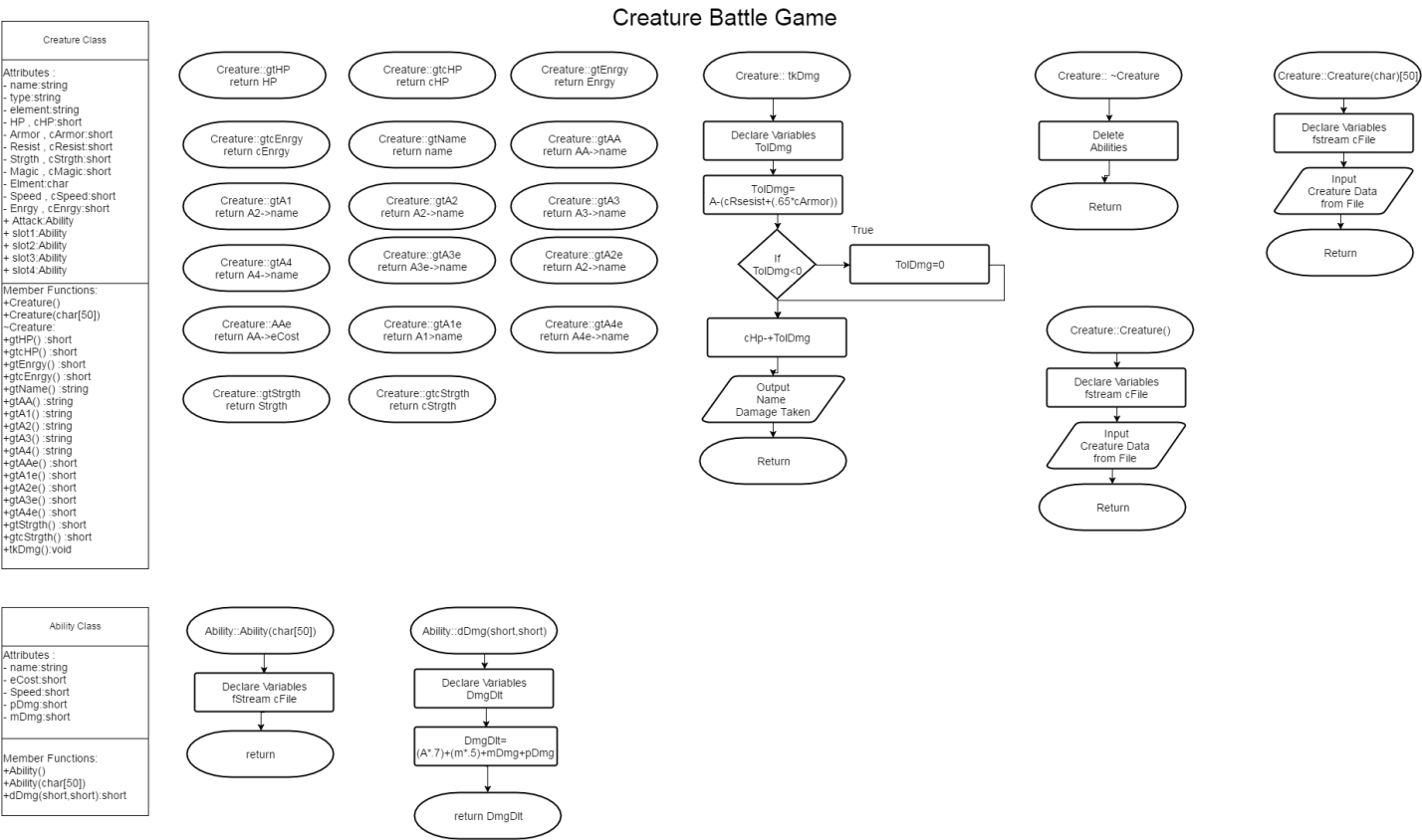
**The Code behind the Game:**

The game uses two classes( Creature and Ability) in order to fulfill the game’s needs. The Creatures are dynamically allocated along with the abilities to reduce the game’s footprint.

The Creature class defines a list of stats that define the uniqueness of the creatures. The creatures are read in by .dat files making manipulation of their attributes easy.

The ability class defines the stats of an ability and is also read in from a file. In combination with the creature’s statistics, the ability class decides the damage sent to the other creature.

**Flowcharts:**

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