

Pseudo Code - **EVASION**

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Initialisation:

- Set game text field to welcome text and instructions
- Reset PLAYER and ENEMY stats to their initial state

Game Loop:

- If enemy health < 1 (and Game not over)
 - SpawnEnemy():
 - Use random number to decide enemy type and stats
 - Update enemy variables based on random number above
 - Display text: A LVL ? *enemyname* approaches
 - Display Enemy sprite according to enemy type
 - Using random number, generate enemy EVASION to force player to use different strategies
 - Change to player's turn
- IF player's turn \rightarrow Update game text to show PLAYER options
 - Reset any temporary stat changes
 - IF player presses A key \rightarrow Attack():
 - IF random number between 0 and 100 $>$ enemy evasion
 - Take away player strength from enemy health
 - IF enemy health is less than one,
 - Add enemy potential EXP to player EXP
 - IF current EXP \geq EXP cap
 - Call Level up function
 - ELSE spawn new enemy
 - ELSE change to enemy's turn
 - Else nothing happens and change to enemy's turn
 - IF player presses W key \rightarrow WHACK!
 - Increase enemy evasion by 20
 - IF random number between 0 and 100 $>$ enemy evasion
 - Take away double player strength from enemy health
 - IF enemy health is less than one,
 - Add potential EXP to player EXP
 - IF current EXP \geq EXP cap
 - Call Level up function
 - ELSE spawn new enemy
 - ELSE change to enemy's turn
 - ELSE nothing happens and change to enemy's turn
 - If player presses D key \rightarrow Dodge

- Temporarily increase player evasion by 40
 - Temporarily multiply enemy strength by 1.5 (convert to int)
 - Enemy's turn
- IF Enemy phase
 - IF random number between 0 & 100 > player evasion
 - Take away enemy strength from player health
 - IF player health < 1
 - Display Game Over text and go back to Start()
 - ELSE change to player's turn
 - ELSE do no damage and change to player's turn
- Upon LEVEL UP:
 - Increase each stat by a fixed amount
 - IF player LVL = 5,
 - Change game text to "Congratulations. You are the Champion!!"
 - ELSE Spawn new enemy