

This project builds on the flowchart you worked on earlier. You will program an attack on a video game boss (the boss will not retaliate with an attack). Create the program following the guidelines below:

- Insert a picture to represent the hero and boss.
- Use labels to display all appropriate information.
- The boss starts with HP of 100 (this is its max value).
- Program ends when HP reaches 0 (or less) and displays a victory message (make this stand out - change up the font) and displays the number of turns taken to win.
- The hero's attack is a random number between 1 - 10.
- The hero has a 20% chance to inflict a critical hit (3 times attack damage).
- The boss has a 30% chance of blocking which reduces the attack to half its value (you will have to use the INT function).
- The boss has a 15% chance to heal 20 of its HP (note the boss can block and heal in the same turn). HP cannot be over 100.
- Research how to add sounds. At minimum add one sound for the hero, one for the boss, and when the boss is defeated.
- Before doing any coding work out a flow chart - value /20.
- Comment your code - value /10.