Assignment #11   /20

Create a program that simulates an attack in a RPG. Create a bad guy with a set amount of hit points (HP). When the attack button is hit the program generates a random number from 1 – 5 and that is how many attacks the game will simulate. Each attack is a random number from 5 – 20. The user should see a message that displays the number of attacks, total damage, enemy HP and a winning message when the enemy has been defeated.

- CS 120 students: Incorporate a 10% chance of a critical hit on each attack and a 30% chance of the enemy healing when the attack is completed (if they are still alive) – and appropriate messages.