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function [loss] = combatFunction(p1,e1)
%UNTITLED Summary of this function goes here
% Detailed explanation goes here
a=randi(0:1);
p1c=0;
e1c=0;
loss=1;
t=1;
fprintf('FOR COMBAT ENTER WORD YOU WOULD LIKE TO CHOOSE\n\n')
pause(6)
%turn counter.1 is player turn, 2 is enemy turn.
%do a counter for ap
if a==0 %if cointoss is heads
    p1c=p1c+1; %player 1 gets +1 ap point
    fprintf('Breadon gets the advantage\n\n')
elseif a==1 %if cointoss is tails
    p1c=p1c-1; %player 1 gets -1 ap point
    fprintf('Enemy gets the advantage\n\n')
end

while p1(1)>=0 && e1(1)>=0
while t==1 && p1(1)>=0 && e1(1)>=0
if p1(2)~=p1c
    i=input('Breadon, choose your move!: \n[attack] [relocate] [heal] [status]\n', 's'); %playe
r inputs a move
else
    fprintf('Breadon is out of moves! It is now the enemy's move.\n')
    t=2;
end
if strcmpi(i,'attack')==1 && p1(2)~=p1c
    e1(1)=e1(1)-randi(7)-p1(3);%calculating attack damage with dice roll plus characters atta
ck value
    p1c=p1c+1;
    fprintf('\nThe enemy has been hit!\n\n')
pause(2)
elseif strcmpi(i,'relocate')==1 && p1(2)~=p1c
    g=randi(0:1);%50/50 chance relocation is successful
    if g==1
        p1c=p1c-1;
        fprintf('Relocation successful! ap point gained!\n\n')
    pause(2)
    else
        p1c=p1c+1;
        fprintf('Relocation failed!\n\n')
    pause(2)
    end
elseif strcmpi(i,'heal')==1 && p1(2)~=p1c %if player inputs heal command and has healing pot
ions
    if p1(4)~=0
        p1(1)=p1(1)+15+randi(5);
        p1c=p1c+1;
        p1(4)=p1(4)-1;
        fprintf('Heal successful! Health has been gained!\n\n')
    else
        fprintf('Breadon is out of healing potions!\n\n')
    end
end

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pause(2)
    end
elseif p1(2)==p1c
    fprintf('Breadon is out of moves! it is the opponents turn!\n\n')
pause(2)
t=2;
elseif strcmpi(i,'status')==1
    fprintf('Breadon has %.0f health and %.0f AP, enemy has %.0f health.\n\n',p1(1),(p1(2)-p1c),e1(1))
pause(2)
else
    fprintf('Invalid command!\n\n')
pause(2)

end
end
while t==2 && p1(1)>=0 && e1(1)>=0
    %ENEMY TURN
    %ENEMY TURN
    if e1(2)~=e1c
        if e1(1)<=60 && e1(4)~>0
            ie=1;
            fprintf('The enemy heals!\n\n')
pause(2)
        else
            ie=2;
            fprintf('The enemy attacks!\n\n')
pause(2)
        end
        if ie==2 && e1(2)~=e1c
            p1(1)=p1(1)-randi(5)-e1(3);%calculating attack damage with dice roll plus characters attack value
            e1c=e1c+1;
            fprintf('Breadon has been hit!\n\n')
pause(2)
        elseif ie==1 && e1(2)~=e1c
            if e1(4)~>0 && e1(2)~=e1c
                fprintf('Enemy has healed\n\n')
pause(2)
                e1(1)=e1(1)+10+randi(5);
                e1c=e1c+1;
                e1(4)=e1(4)-1;
            end
        end
    end
    %ENEMY TURN
    %ENEMY TURN
    else
        fprintf('Enemy is out of moves! it is the Bredans turn!\n\n')
pause(2)
        t=1;
        p1c=0;
e1c=0;
end
end
end

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if e1(1)<=0
    fprintf('\n\nBreadon wins!\n') %end encounter
    loss=0;
elseif p1(1)<=0
    fprintf('\n\nBredon is defeated!\n') %end game
    loss=1;
end
end
```

FOR COMBAT ENTER WORD YOU WOULD LIKE TO CHOOSE

Enemy gets the advantage

Not enough input arguments.

Error in combatFunction (line 21)
while p1(1)>=0 && e1(1)>=0

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