```cpp
#include <iostream>
#include <string>

void enterKeyPressed() {
    std::string line;
    std::getline(std::cin, line);
}

int main() {

    int characterNum = 0;
    std::string response;
    std::string characterName;
    std::string expletive = "(expletive)";
    std::string phrase;
    int VadersLightsaberHeavyAttack = 600;
    int VadersSprint = 200;
    int VadersHitpoints = 1550;
    int VaderForceChoke = 100;
    int VaderForcePunch = 100;
    int VaderForceSuperPunch = 300;
    int VaderSuperSmash;

    VaderSuperSmash = VadersLightsaberHeavyAttack + VaderForcePunch +
VaderForceChoke + VaderForceSuperPunch;

    std::cout << "WELCOME TO STAR WARS BATTLES!" << std::endl;
    std::cout << std::endl;


    std::cout << "(1) Luke Skywalker\n"
        << "(2) Obi-Wan Kenobi\n"
        << "(3) Mace Windu\n"
        << "(4) Ahsoka Tano\n";
    std::cout << std::endl;

    std::cout << "Choose your character!\n"
        "Type the number of the character you want: ";
    std::cin >> characterNum;
    std::cout << std::endl;

    while (characterNum < 1 || characterNum > 4 || std::cin.fail()) {
        if (std::cin.fail()) {
            std::cin.clear();
            std::cin.ignore(100, '\n');
        }

        std::cout
            << "This is Mace Windu speaking. C'mon man! Choose a character, that's
all we asked for.\n"
```

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            "It's either that you didn't learn how to type or your being a " <<
expletive
            << " dumbass.\n"
            "Stick with the program.\n";
        std::cout << std::endl;

        std::cout << "(1) Luke Skywalker\n"
            << "(2) Obi-Wan Kenobi\n"
            << "(3) Mace Windu\n"
            << "(4) Ahsoka Tano\n";
        std::cout << std::endl;

        std::cout << "Choose your character!\n"
            "Type the number of the character you want: ";

        std::cin >> characterNum;
        std::cout << std::endl;
    }

    switch (characterNum) {
    case 1:
        characterName = "Luke Skywalker";
        response = "'I won't fail you. I'm not afraid.'";
        break;
    case 2:
        characterName = "Obi-Wan Kenobi";
        response = "'Hello there, I will do what I must.'";
        break;
    case 3:
        characterName = "Mace Windu";
        response = "'I knew you would pick me all along. The oppression of the Sith
will never return.\n"
            "Take a seat young user, may the force be with us.'";
        break;
    case 4:
        characterName = "Ahsoka Tano";
        response = "'Well, this is another fine mess you've gotten us into.'";
        break;
    default:
        std::cout
            << "This is Mace Windu speaking. C'mon man! Choose a character, that's
all we asked for.\n"
            "It's either that you didn't learn how to type or your being a " <<
expletive
            << " dumbass.\n"
            "Stick with the program.\n";

    }

    std::cout << std::endl;
```

```cpp
    std::cout << "Your character is, " << characterName << std::endl;
    std::cout << std::endl;
    std::cout << characterName << " says: " << response << std::endl;

    if (characterNum == 1) {
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << std::endl;
        system("pause");
        std::cout << "Luke: ""'To be a true jedi I must finish my training. To do so
I must face Vader and win.'";
        std::cout << std::endl;
        std::cout << "'Vader has been oppressing the galaxy for too long.'";
        std::cout << std::endl;
        std::cout << "'I must put an end to his rule, to free the galaxy. I may be
the last hope left in doing so.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Luke gets on his x-wing with R2D2, and takes off to Planet
X-Minor)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Luke meets Vader)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Vader: " "'Luke, I have been expecting you. Have you finally
decided to join me?'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Luke: " "'Vader, your oppressive rule has come to an end.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Luke ignites his lightsaber)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Vader: " "'If you have not come to join me, but to fight, you
have filed a death wish.'";
        std::cout << std::endl;
        std::cout << "'You are trying my patience, this is the last time I extend my
offer to you. Join me or die where you stand!'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Vader ignites his lightsaber)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Luke: " "'I will never join you!'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Vader: " "'Then you will meet your destiny!'";
        enterKeyPressed();
```

```cpp
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << "BOSS FIGHT";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << "Telepathic Jedi precognition: " "'Vader is about to force
sprint, whats your move?'\n";
        std::cout << "Force Sheild\n"
            << "Lightsaber Block\n"
            << "Lightsaber Light Attack\n"
            << "Lightsaber Medium Attack\n"
            << "Lightsaber Heavy Attack\n";
        std::cout << std::endl;
        std::cout << "Choose wisely!";
        std::cout << std::endl;
        int lukesHitpoints = 2000;
        int lukesForceSheild = 900;
        int lukesLightsaberBlock = 600;
        int lukesLightsaberLightAttack = 100;
        int lukesLightsaberMediumAttack = 200;
        int lukesLightsaberHeavyAttack = 300;
        int lukesSuperSmash;

        lukesSuperSmash = (lukesLightsaberLightAttack * 6) +
(lukesLightsaberHeavyAttack * 2);


        std::string chosenMethodOfAttack;
        std::cin.ignore();
        std::getline(std::cin, chosenMethodOfAttack);

        if (chosenMethodOfAttack == "Force Sheild") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Luke with Lightsaber Heavy
Attack.)\n";
            lukesForceSheild = lukesForceSheild - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke's force sheild took a major blow, but it held up. "
"Vader's attack was blocked)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(For future reference, remember that Luke's force shield
has been tremendously weakened)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke's force sheild had 900 Hitpoints and now its down to
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" << lukesForceSheild << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'Impressive!'" << std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Block") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Luke with Lightsaber Heavy
Attack.)\n";
            lukesLightsaberBlock = lukesLightsaberBlock -
(VadersLightsaberHeavyAttack + VadersSprint);
            lukesHitpoints = lukesHitpoints + lukesLightsaberBlock;
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's lightsaber attack was not completely blocked by
Luke's lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke got a minor cut to his right shoulder by Vader's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off " << lukesLightsaberBlock << " of Luke's
Hitpoints. "
                    "Lukes Hitpoints are now " << lukesHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'You are strong, but you could be even stronger
if you give into the dark side.'" << std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Light Attack") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Luke with Lightsaber Heavy
Attack.)\n";
            VadersHitpoints = VadersHitpoints - lukesLightsaberLightAttack;
            lukesHitpoints = lukesHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader did not block Luke's Lightsaber Light Attack and
Luke did not block Vader's Lightsaber Heavy Attack.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Although, Vader did not completely avoid Luke's
```

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lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's chestplate got minimal damage by Luke's
Lightsaber, Luke took off -" << lukesLightsaberLightAttack << " of Vader's
Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke did not avoid the lightsaber attack from Vader, and
Vader cut off Luke's left hand.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Luke's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke's Hitpoints are now " << lukesHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Medium Attack") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Luke with Lightsaber Heavy
Attack.)\n";
            VadersHitpoints = VadersHitpoints - lukesLightsaberMediumAttack;
            lukesHitpoints = lukesHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader did not block Luke's Lightsaber Medium Attack and
Luke did not block Vader's Lightsaber Heavy Attack.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Although, Vader did not completely avoid Luke's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's chestplate got damaged by Luke's Lightsaber, Luke
took off -" << lukesLightsaberMediumAttack << " of Vader's Hitpoints.)";
            enterKeyPressed();
```

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            std::cout << std::endl;
            std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke did not avoid the lightsaber attack from Vader, and
Vader cut off Luke's left hand.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Luke's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke's Hitpoints are now " << lukesHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Heavy Attack") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Luke with Lightsaber Heavy
Attack.)\n";
            VadersHitpoints = VadersHitpoints - lukesLightsaberHeavyAttack;
            lukesHitpoints = lukesHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader did not block Luke's Lightsaber Heavy Attack and
Luke did not block Vader's Lightsaber Heavy Attack.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Although, Vader did not completely avoid Luke's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's chestplate got significantly damaged by Luke's
Lightsaber, Luke took off -" << lukesLightsaberHeavyAttack << " of Vader's
Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke did not avoid the lightsaber attack from Vader, and
Vader cut off Luke's left hand.)";
```

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            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Luke's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke's Hitpoints are now " << lukesHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
            enterKeyPressed();
        }
        else {
            std::cout << "(No valid action taken)\n";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke does nothing, and Vader impales Luke with his
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke's Hitpoints are now 0!)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Luke dies and becomes a force ghost.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Force Ghost Luke: " "'Thanks a lot user! I see how it
is!'";
            return 0;
        }
        std::cout << "Vader: " "'You have much to learn, boy!'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Choose your attack method)\n";
        std::cout << std::endl;
        std::cout << "Lightsaber Light Attack\n"
            << "Lightsaber Medium Attack\n"
            << "Lightsaber Heavy Attack\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack2;
        std::getline(std::cin, chosenMethodOfAttack2);
        std::cout << std::endl;
        if (chosenMethodOfAttack2 == "Lightsaber Light Attack") {
            VadersHitpoints = VadersHitpoints - lukesLightsaberLightAttack;
            std::cout << "(You did -100 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
```

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        else if (chosenMethodOfAttack2 == "Lightsaber Medium Attack") {
            VadersHitpoints = VadersHitpoints - lukesLightsaberMediumAttack;
            std::cout << "(You did -200 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
        else if (chosenMethodOfAttack2 == "Lightsaber Heavy Attack") {
            VadersHitpoints = VadersHitpoints - lukesLightsaberHeavyAttack;
            std::cout << "(You did -300 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
        else {
            std::cout << "(No valid action taken)\n";
            enterKeyPressed();
            std::cout << std::endl;
        }
        std::cout << "Vader: " "'Enough!'\n";
        enterKeyPressed();
        std::cout << "(Vader lifts Luke off the ground with the force, and Vader is
force choking him.)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(You must act fast and choose wisely)\n";
        std::cout << std::endl;
        std::cout << "Throw Lightsaber at Vader\n"
            << "Force Sheild\n"
            << "Force Block\n"
            << "Force Shove\n"
            << "Force Mind Control\n"
            << "Force Confusion\n"
            << "Force Persuasion\n"
            << "Beg for Mercy\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack3;
        std::getline(std::cin, chosenMethodOfAttack3);
        std::cout << std::endl;

        while (chosenMethodOfAttack3 != "Force Shove") {
            std::cout << "(Wrong choice!)\n";
            enterKeyPressed();
            VaderForceChoke = VaderForceChoke * 2;
            lukesHitpoints = lukesHitpoints - VaderForceChoke;
            std::cout << "Vader took off -" << VaderForceChoke << " of Luke's
Hitpoints.\n";
            enterKeyPressed();
            std::cout << "Lukes hitpoints are now " << lukesHitpoints << "\n";
            enterKeyPressed();
```

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        if (lukesHitpoints <= 0) {
            std::cout << "You Lost!";
            std::cout << std::endl;
            return 0;
        }
        std::cout << "(Choose again)";
        std::getline(std::cin, chosenMethodOfAttack3);
        std::cout << std::endl;
    }
    std::cout << "Vader: " "'You survived! The force is strong with you boy.'"
<< std::endl;
    enterKeyPressed();
    std::cout << "Vader: " "'You have controlled your fear. Now, release your
anger. Only your hatred can destroy me.'\n";
    enterKeyPressed();
    std::cout << "Luke: " "'I will never!'\n";
    enterKeyPressed();
    std::cout << "Vader: " "'Then you will die!'\n";
    enterKeyPressed();
    std::cout << "(Vader activates his Super Smash ability)\n";
    enterKeyPressed();
    std::cout << "(Choose your defence wisely, it could mean life or death)\n";
    std::cout << std::endl;
    std::cout << "Force Block\n"
        << "Lightsaber Block\n";
    std::cout << std::endl;
    std::string chosenMethodOfAttack4;
    std::getline(std::cin, chosenMethodOfAttack4);
    std::cout << std::endl;
    if (chosenMethodOfAttack4 == "Force Block") {
        std::cout << "(Vader unleashes his Super Smash)\n";
        enterKeyPressed();
        std::cout << "(Vader's Super Smash was successfully blocked)\n";
        enterKeyPressed();
    }
    else {
        std::cout << "(Vader unleashes his Super Smash)\n";
        enterKeyPressed();
        std::cout << "(Vader's Super Smash was unsuccessfully blocked)\n";
        enterKeyPressed();
        lukesHitpoints = lukesHitpoints - VaderSuperSmash;
        std::cout << "Vader took off -" << VaderSuperSmash << " of Luke's
Hitpoints.\n";
        enterKeyPressed();
        std::cout << "Lukes hitpoints are now " << lukesHitpoints << "\n";
        enterKeyPressed();
        if (lukesHitpoints <= 0) {
            std::cout << "You Lost!";
            std::cout << std::endl;
            return 0;
```

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            }
        }
        std::cout << "(Luke activates his Super Smash)\n";
        enterKeyPressed();
        std::cout << "(THIS IS YOUR LAST SHOT IN BEATING VADER! MAKE IT COUNT!)\n";
        std::cout << std::endl;
        std::cout << "Lightsaber Block\n"
            << "Force Block\n"
            << "Force Sheild\n";
        std::cout << std::endl;
        std::cout << "(Predict Vader's defensive move, to successfully unleash
Luke's Super Smash on Vader)\n";
        std::string chosenMethodOfAttack5;
        std::getline(std::cin, chosenMethodOfAttack5);
        std::cout << std::endl;
        if (chosenMethodOfAttack5 == "Lightsaber Block") {
            std::cout << "(Luke unleashes his Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Luke's Super Smash was unsuccessfully blocked)\n";
            enterKeyPressed();
            VadersHitpoints = VadersHitpoints - lukesSuperSmash;
            std::cout << "Luke took off -" << lukesSuperSmash << " of Vader's
Hitpoints.\n";
            enterKeyPressed();
            std::cout << "Vader's hitpoints are now " << VadersHitpoints << "\n";
            enterKeyPressed();
            if (VadersHitpoints <= 0) {
                std::cout << "You Won!";
                std::cout << std::endl;
                return 0;
            }
            std::cout << "(Vader's suit has a malfunction because of the damage it
has taken)\n";
            enterKeyPressed();
            std::cout << "(Vader cannot fight anymore, but will Luke finish him
off?)\n";
            enterKeyPressed();
            std::cout << "Show Mercy\n"
                << "Finish Him\n";
            std::cout << std::endl;
            std::string finalChoice;
            std::getline(std::cin, finalChoice);
            std::cout << std::endl;
            if (finalChoice == "Show Mercy") {
                std::cout << "(Luke does not kill Vader, he decides to show
mercy)\n";
                enterKeyPressed();
                std::cout << "You Won!";
                std::cout << std::endl;
                return 0;
```

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        }
        else if (finalChoice == "Finish Him") {
            std::cout << "(Luke kills Vader!)\n";
            enterKeyPressed();
            std::cout << "You Won!";
            std::cout << std::endl;
            return 0;
        }
        else {
            std::cout << "(Invalid Entry)\n";
            enterKeyPressed();
            std::cout << "You Won!";
            std::cout << std::endl;
            return 0;
        }
    }
    else {
        std::cout << "(Luke unleashes his Super Smash)\n";
        enterKeyPressed();
        std::cout << "(Luke's Super Smash was successfully blocked)\n";
        enterKeyPressed();
    }
    std::cout << "Vader: " "'You should have killed me when you had the
chance!'\n";
    enterKeyPressed();
    std::cout << "(Vader chokes Luke to death)\n";
    enterKeyPressed();
    std::cout << "You Lost!";
    std::cout << std::endl;
    return 0;

}
else if (characterNum == 2) {
    std::cout << std::endl;
    std::cout << std::endl;
    std::cout << std::endl;
    system("pause");
    std::cout << "(Obi-Wan Kenobi meets Vader)";
    enterKeyPressed();
    std::cout << std::endl;
    std::cout << "Kenobi: " "'Why, Hello there!'";
    enterKeyPressed();
    std::cout << std::endl;
    std::cout << "Vader: " "'Kenobi! What brings you here. You came all alone I
see.'";
    enterKeyPressed();
    std::cout << std::endl;
    std::cout << "Kenobi: " "'Its nice to see you again, old friend.'";
    std::cout << std::endl;
    std::cout << "'You haven't changed much I see, except I don't remember you
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having asthma.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Vader: " "'I've changed a lot since you last saw me, I've
become stronger as you it seems have become weaker.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Kenobi: " "'Physically I have become weaker, but my connection
to the force is the same.'";
        std::cout << std::endl;
        std::cout << "'I don't quite understand how you have become stronger, if you
have an off switch on your rubber suit.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Vader: " "'Your ignorance blinds you as always and that will
be your downfall.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Vader ignites his lightsaber)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "'Anakin what have you become? No matter, I will do what I
must.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Kenobi ignites his lightsaber)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << "BOSS FIGHT";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << "Telepathic Jedi precognition: " "'Vader is about to force
sprint, whats your move?'\n";
        std::cout << "Force Sheild\n"
            << "Lightsaber Block\n"
            << "Lightsaber Light Attack\n"
            << "Lightsaber Medium Attack\n"
            << "Lightsaber Heavy Attack\n";
        std::cout << std::endl;
        std::cout << "Choose wisely!";
        std::cout << std::endl;
        int kenobiHitpoints = 2000;
        int kenobiForceSheild = 900;
        int kenobiLightsaberBlock = 600;
        int kenobiLightsaberLightAttack = 100;
        int kenobiLightsaberMediumAttack = 200;
        int kenobiLightsaberHeavyAttack = 300;
```

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        int kenobiSuperSmash;
        std::string catchPhrase = "it's over anakin, i have the high ground.";
        int catchPhraseSuperSmash = 1000;


        kenobiSuperSmash = (kenobiLightsaberLightAttack * 3) +
(kenobiLightsaberHeavyAttack * 3);

        std::string chosenMethodOfAttack;
        std::cin.ignore();
        std::getline(std::cin, chosenMethodOfAttack);

        if (chosenMethodOfAttack == "Force Sheild") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Kenobi with Lightsaber Heavy
Attack.)\n";
            kenobiForceSheild = kenobiForceSheild - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Kenobi's force sheild took a major blow, but it held up.
" "Vader's attack was blocked)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(For future reference, remember that Kenobi's force shield
has been tremendously weakened)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Kenobi's force sheild had 900 Hitpoints and now its down
to " << kenobiForceSheild << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'Impressive!'" << std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Block") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Kenobi with Lightsaber Heavy
Attack.)\n";
            kenobiLightsaberBlock = kenobiLightsaberBlock -
(VadersLightsaberHeavyAttack + VadersSprint);
            kenobiHitpoints = kenobiHitpoints + kenobiLightsaberBlock;
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's lightsaber attack was not completely blocked by
Kenobi's lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Kenobi got a minor cut to his right shoulder by Vader's
lightsaber.)";
```

```cpp
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off " << kenobiLightsaberBlock << " of
Kenobi's Hitpoints. "
                    "Kenobi's Hitpoints are now " << kenobiHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'You are strong, but you could be even stronger
if you give into the dark side.'" << std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Light Attack") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Kenobi with Lightsaber Heavy
Attack.)\n";
            VadersHitpoints = VadersHitpoints - kenobiLightsaberLightAttack;
            kenobiHitpoints = kenobiHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader did not block Kenobi's Lightsaber Light Attack and
Kenobi did not block Vader's Lightsaber Heavy Attack.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Although, Vader did not completely avoid Kenobi's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's chestplate got minimal damage by Kenobi's
Lightsaber, Kenobi took off -" << kenobiLightsaberLightAttack << " of Vader's
Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Kenobi did not avoid the lightsaber attack from Vader,
and Vader cut off Kenobi's left hand.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Kenobi's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Kenobi's Hitpoints are now " << kenobiHitpoints << ".)";
            enterKeyPressed();
```

```cpp
			std::cout << std::endl;
			std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
			enterKeyPressed();
		}
		else if (chosenMethodOfAttack == "Lightsaber Medium Attack") {
			std::cout << std::endl;
			std::cout << "(Vader sprints and attacks Kenobi with Lightsaber Heavy
Attack.)\n";
			VadersHitpoints = VadersHitpoints - kenobiLightsaberMediumAttack;
			kenobiHitpoints = kenobiHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
			enterKeyPressed();
			std::cout << std::endl;
			std::cout << "(Vader did not block Kenobi's Lightsaber Medium Attack and
Kenobi did not block Vader's Lightsaber Heavy Attack.)";
			enterKeyPressed();
			std::cout << std::endl;
			std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
			enterKeyPressed();
			std::cout << std::endl;
			std::cout << "(Although, Vader did not completely avoid Kenobi's
lightsaber.)";
			enterKeyPressed();
			std::cout << std::endl;
			std::cout << "(Vader's chestplate got damaged by Kenobi's Lightsaber,
Kenobi took off -" << kenobiLightsaberMediumAttack << " of Vader's Hitpoints.)";
			enterKeyPressed();
			std::cout << std::endl;
			std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
			enterKeyPressed();
			std::cout << std::endl;
			std::cout << "(Kenobi did not avoid the lightsaber attack from Vader,
and Vader cut off Kenobi's left hand.)";
			enterKeyPressed();
			std::cout << std::endl;
			std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Kenobi's Hitpoints.)";
			enterKeyPressed();
			std::cout << std::endl;
			std::cout << "(Kenobi's Hitpoints are now " << kenobiHitpoints << ".)";
			enterKeyPressed();
			std::cout << std::endl;
			std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
			enterKeyPressed();
		}
		else if (chosenMethodOfAttack == "Lightsaber Heavy Attack") {
			std::cout << std::endl;
```

```cpp
            std::cout << "(Vader sprints and attacks Kenobi with Lightsaber Heavy
Attack.)\n";
            VadersHitpoints = VadersHitpoints - kenobiLightsaberHeavyAttack;
            kenobiHitpoints = kenobiHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader did not block Kenobi's Lightsaber Heavy Attack and
Kenobi did not block Vader's Lightsaber Heavy Attack.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Although, Vader did not completely avoid Kenobi's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's chestplate got significantly damaged by Kenobi's
Lightsaber, Kenobi took off -" << kenobiLightsaberHeavyAttack << " of Vader's
Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Kenobi did not avoid the lightsaber attack from Vader,
and Vader cut off Kenobi's left hand.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Kenobi's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Kenobi's Hitpoints are now " << kenobiHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
            enterKeyPressed();
        }
        else {
            std::cout << "(No valid action taken)\n";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Kenobi does nothing, and Vader impales Kenobi with his
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
```

```cpp
            std::cout << "(Kenobi's Hitpoints are now 0!)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Kenobi dies and becomes a force ghost.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Force Ghost Kenobi: " "'It guess it was not my destiny to
destroy darth, but another.'";
            return 0;
        }
        std::cout << "Vader: " "'Your powers are weak old man!'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Kenobi: " "'You can't win darth.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Kenobi: 'If you strike me down I shall become more powerful
than you can possibly imagine.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Choose your attack method)\n";
        std::cout << std::endl;
        std::cout << "Lightsaber Light Attack\n"
            << "Lightsaber Medium Attack\n"
            << "Lightsaber Heavy Attack\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack2;
        std::getline(std::cin, chosenMethodOfAttack2);
        std::cout << std::endl;
        if (chosenMethodOfAttack2 == "Lightsaber Light Attack") {
            VadersHitpoints = VadersHitpoints - kenobiLightsaberLightAttack;
            std::cout << "(You did -100 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
        else if (chosenMethodOfAttack2 == "Lightsaber Medium Attack") {
            VadersHitpoints = VadersHitpoints - kenobiLightsaberMediumAttack;
            std::cout << "(You did -200 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
        else if (chosenMethodOfAttack2 == "Lightsaber Heavy Attack") {
            VadersHitpoints = VadersHitpoints - kenobiLightsaberHeavyAttack;
            std::cout << "(You did -300 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
```

```cpp
        else {
            std::cout << "(No valid action taken)\n";
            enterKeyPressed();
            std::cout << std::endl;
        }
        std::cout << "Vader: " "'Enough!'\n";
        enterKeyPressed();
        std::cout << "(Vader lifts Kenobi off the ground with the force, and Vader
is force choking him.)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(You must act fast and choose wisely)\n";
        std::cout << std::endl;
        std::cout << "Throw Lightsaber at Vader\n"
            << "Force Sheild\n"
            << "Force Block\n"
            << "Force Shove\n"
            << "Force Mind Control\n"
            << "Force Confusion\n"
            << "Force Persuasion\n"
            << "Beg for Mercy\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack3;
        std::getline(std::cin, chosenMethodOfAttack3);
        std::cout << std::endl;

        while (chosenMethodOfAttack3 != "Force Shove") {
            std::cout << "(Wrong choice!)\n";
            enterKeyPressed();
            VaderForceChoke = VaderForceChoke * 2;
            kenobiHitpoints = kenobiHitpoints - VaderForceChoke;
            std::cout << "Vader took off -" << VaderForceChoke << " of Kenobi's
Hitpoints.\n";
            enterKeyPressed();
            std::cout << "Kenobi hitpoints are now " << kenobiHitpoints << "\n";
            enterKeyPressed();
            if (kenobiHitpoints <= 0) {
                std::cout << "You Lost!";
                std::cout << std::endl;
                return 0;
            }
            std::cout << "(Choose again)";
            std::getline(std::cin, chosenMethodOfAttack3);
            std::cout << std::endl;
        }
        std::cout << "Vader: " "'You survived! The force is strong with you old
man.'" << std::endl;
        enterKeyPressed();
        std::cout << "Vader: " "'You have controlled your fear. Now, release your
anger. Only your hatred can destroy me.'\n";
```

```cpp
        enterKeyPressed();
        std::cout << "Kenobi: " "'Really Darth, just stop wasting your breath! If
your struggling just to breath then don't talk.'\n";
        enterKeyPressed();
        std::cout << "Vader: " "'Your slick way with words does not effect me. I
will show you the true nature of the force.'\n";
        enterKeyPressed();
        std::cout << "(Vader activates his Super Smash ability)\n";
        enterKeyPressed();
        std::cout << "(Choose your defence wisely, it could mean life or death)\n";
        std::cout << std::endl;
        std::cout << "Force Block\n"
            << "Lightsaber Block\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack4;
        std::getline(std::cin, chosenMethodOfAttack4);
        std::cout << std::endl;
        if (chosenMethodOfAttack4 == "Force Block") {
            std::cout << "(Vader unleashes his Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Vader's Super Smash was successfully blocked)\n";
            enterKeyPressed();
        }
        else {
            std::cout << "(Vader unleashes his Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Vader's Super Smash was unsuccessfully blocked)\n";
            enterKeyPressed();
            kenobiHitpoints = kenobiHitpoints - VaderSuperSmash;
            std::cout << "Vader took off -" << VaderSuperSmash << " of Kenobi's
Hitpoints.\n";
            enterKeyPressed();
            std::cout << "Kenobi's hitpoints are now " << kenobiHitpoints << "\n";
            enterKeyPressed();
            if (kenobiHitpoints <= 0) {
                std::cout << "You Lost!";
                std::cout << std::endl;
                return 0;
            }
        }
        std::cout << "(Kenobi finds a hill, and force jumps to the top of it.)\n";
        enterKeyPressed();
        std::cout << "Kenobi: " "'Its.....\n";
        enterKeyPressed();
        std::cout << "(Guess what he is going to say by typing it down.)\n";
        enterKeyPressed();
        std::cout << "(If you type the complete phrase correctly, Kenobi gets a
health bonus of 200 hitpoints and...)\n";
        enterKeyPressed();
        std::cout << "(Another kind of bonus!)\n";
```

```cpp
        enterKeyPressed();
        std::cout << "(Note: Your answer must be all lowercase and be correctly
punctuated.)\n";
        std::string guessKenobiBonus;
        std::getline(std::cin, guessKenobiBonus);
        std::cout << std::endl;
        if (guessKenobiBonus == catchPhrase) {
            kenobiHitpoints = kenobiHitpoints + 200;
            std::cout << "(You guessed correctly, Kenobi receives the health
bonus.)\n";
            enterKeyPressed();
            std::cout << "Kenobi's hitpoints are now " << kenobiHitpoints <<
std::endl;
        }
        else {
            std::cout << "(You guessed incorrectly!)\n";
        }
        std::cout << "Kenobi: 'It's over Anakin, I have the HIGH GROUND!'\n";
        enterKeyPressed();
        std::cout << "Vader: 'I am no longer Anakin, and I will not fall for that
trap again!'\n";
        enterKeyPressed();
        std::cout << "Kenobi: 'I know you won't but I have something else
planned.'\n";
        enterKeyPressed();
        std::cout << "(Kenobi activates his Super Smash)\n";
        enterKeyPressed();
        std::cout << "(THIS IS YOUR LAST SHOT IN BEATING VADER! MAKE IT COUNT!)\n";
        std::cout << std::endl;
        std::cout << "Lightsaber Block\n"
            << "Force Block\n";
        std::cout << std::endl;
        std::cout << "(Predict Vader's defensive move, to successfully unleash
Kenobi's Super Smash on Vader)\n";
        std::string chosenMethodOfAttack5;
        std::getline(std::cin, chosenMethodOfAttack5);
        std::cout << std::endl;
        if (chosenMethodOfAttack5 == "Lightsaber Block") {
            std::cout << "(Kenobi unleashes his Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Kenobi's Super Smash was unsuccessfully blocked)\n";
            enterKeyPressed();

            if (guessKenobiBonus == catchPhrase) {
                kenobiSuperSmash = kenobiSuperSmash + catchPhraseSuperSmash;
                VadersHitpoints = VadersHitpoints - kenobiSuperSmash;
            }
            else {
                VadersHitpoints = VadersHitpoints - kenobiSuperSmash;
            }
```

```cpp
        std::cout << "Kenobi took off -" << kenobiSuperSmash << " of Vader's
Hitpoints.\n";
        enterKeyPressed();
        std::cout << "Vader's hitpoints are now " << VadersHitpoints << "\n";
        enterKeyPressed();
        if (VadersHitpoints <= 0) {
            std::cout << "You Won!";
            std::cout << std::endl;
            return 0;
        }

        std::cout << "(Vader's suit has a malfunction because of the damage it
has taken)\n";
        enterKeyPressed();
        std::cout << "(Vader cannot fight anymore, but will Kenobi finish him
off?)\n";
        enterKeyPressed();
        std::cout << "Show Mercy\n"
            << "Finish Him\n";
        std::cout << std::endl;
        std::string finalChoice;
        std::getline(std::cin, finalChoice);
        std::cout << std::endl;
        if (finalChoice == "Show Mercy") {
            std::cout << "(Kenobi does not kill Vader, he decides to show
mercy)\n";
            enterKeyPressed();
            std::cout << "Kenobi: 'You will be brought to justice soon.'\n";
            enterKeyPressed();
            std::cout << "Kenobi: 'Goodbye old friend.'\n";
            enterKeyPressed();
            std::cout << "You Won!";
            std::cout << std::endl;
            return 0;
        }
        else if (finalChoice == "Finish Him") {
            std::cout << "(Kenobi kills Vader!)\n";
            enterKeyPressed();
            std::cout << "Kenobi: 'So uncivilized.'\n";
            enterKeyPressed();
            std::cout << "You Won!";
            std::cout << std::endl;
            return 0;
        }
        else {
            std::cout << "(Invalid Entry)\n";
            enterKeyPressed();
            std::cout << "You Won!";
            std::cout << std::endl;
```

```cpp
            return 0;
        }
    }
    else {
        std::cout << "(Kenobi unleashes his Super Smash)\n";
        enterKeyPressed();
        std::cout << "(Kenobi's Super Smash was successfully blocked)\n";
        enterKeyPressed();
    }
    std::cout << "Vader: " "'You should have killed me when you had the
chance!'\n";
    enterKeyPressed();
    std::cout << "(Vader chokes Kenobi to death)\n";
    enterKeyPressed();
    std::cout << "You Lost!";
    std::cout << std::endl;
    return 0;

}
else if (characterNum == 3) {
    std::cout << std::endl;
    std::cout << std::endl;
    std::cout << std::endl;
    system("pause");
    std::cout << "(Mace Windu meets Vader)";
    enterKeyPressed();
    std::cout << std::endl;
    std::cout << "(Windu laughs)";
    enterKeyPressed();
    std::cout << std::endl;
    std::cout << "Windu: " "'Well, what do we have here, ah yes the infamous "
<< expletive << " Anakin Skywalker.'";
    enterKeyPressed();
    std::cout << std::endl;
    std::cout << "Vader: " "'Mace Windu! What a pleasant surprise, I thought I
killed you.'";
    enterKeyPressed();
    std::cout << std::endl;
    std::cout << "Windu: " "'Yes, of course. Everyone thought I was dead.'";
    std::cout << std::endl;
    std::cout << "'I got my hand chopped off, got electrocuted and got shot out
of a 151 story building.'";
    std::cout << std::endl;
    std::cout << "'But of course, there is always traffic in Coruscant.'";
    std::cout << std::endl;
    std::cout << "'I landed on a vehicle, and immediately went into exile. I got
myself a new hand and I have waited for this moment.'";
    enterKeyPressed();
    std::cout << std::endl;
    std::cout << "Vader: " "'Impressive. But, do really think you can face
```

```cpp
me.'";
        std::cout << std::endl;
        std::cout << "'I have become more powerful than you can possibly imagine.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Windu: " "'You may have changed your appearance to an uglier
version of yourself with that ridiculous suit.'";
        std::cout << std::endl;
        std::cout << "'But to me your still that little traitorous brat in
Coruscant.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Windu ignites his lightsaber)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Vader: " "'The one whom you are referring to is dead, Anakin
Skywalker is dead. I killed him.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Vader ignites his lighsaber)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Windu: " "'Anakin, be ready to kiss your " << expletive << "
prosthetic ass goodbye!'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << "BOSS FIGHT";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << "Telepathic Jedi precognition: " "'Vader is about to force
sprint, whats your move?'\n";
        std::cout << "Force Sheild\n"
            << "Lightsaber Block\n"
            << "Lightsaber Light Attack\n"
            << "Lightsaber Medium Attack\n"
            << "Lightsaber Heavy Attack\n";
        std::cout << std::endl;
        std::cout << "Choose wisely!";
        std::cout << std::endl;
        int winduHitpoints = 2000;
        int winduForceSheild = 900;
        int winduLightsaberBlock = 600;
        int winduLightsaberLightAttack = 100;
        int winduLightsaberMediumAttack = 200;
        int winduLightsaberHeavyAttack = 300;
        int winduSuperSmash;
```

```cpp
        winduSuperSmash = (winduLightsaberLightAttack * 3) +
(winduLightsaberHeavyAttack * 3);

        std::string chosenMethodOfAttack;
        std::cin.ignore();
        std::getline(std::cin, chosenMethodOfAttack);

        if (chosenMethodOfAttack == "Force Sheild") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Windu with Lightsaber Heavy
Attack.)\n";
            winduForceSheild = winduForceSheild - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu's force sheild took a major blow, but it held up. "
"Vader's attack was blocked)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(For future reference, remember that Windu's force shield
has been tremendously weakened)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu's force sheild had 900 Hitpoints and now its down
to " << winduForceSheild << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'Impressive!'" << std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Block") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Windu with Lightsaber Heavy
Attack.)\n";
            winduLightsaberBlock = winduLightsaberBlock -
(VadersLightsaberHeavyAttack + VadersSprint);
            winduHitpoints = winduHitpoints + winduLightsaberBlock;
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's lightsaber attack was not completely blocked by
Windu's lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu got a minor cut to his right shoulder by Vader's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off " << winduLightsaberBlock << " of Windu's
Hitpoints. "
                "Windu's Hitpoints are now " << winduHitpoints << ".)";
```

```cpp
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'You are strong, but you could be even stronger
if you give into the dark side.'" << std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Light Attack") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Windu with Lightsaber Heavy
Attack.)\n";
            VadersHitpoints = VadersHitpoints - winduLightsaberLightAttack;
            winduHitpoints = winduHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader did not block Windu's Lightsaber Light Attack and
Windu did not block Vader's Lightsaber Heavy Attack.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Although, Vader did not completely avoid Windu's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's chestplate got minimal damage by Windu's
Lightsaber, Windu took off -" << winduLightsaberLightAttack << " of Vader's
Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu did not avoid the lightsaber attack from Vader, and
Vader cut off Windu's right hand.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Windu: '" << expletive << "Not again! Ooooh, your in for
it now.";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Windu's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu's Hitpoints are now " << winduHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
```

```cpp
        std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
        enterKeyPressed();
    }
    else if (chosenMethodOfAttack == "Lightsaber Medium Attack") {
        std::cout << std::endl;
        std::cout << "(Vader sprints and attacks Windu with Lightsaber Heavy
Attack.)\n";
        VadersHitpoints = VadersHitpoints - winduLightsaberMediumAttack;
        winduHitpoints = winduHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Vader did not block Windu's Lightsaber Medium Attack and
Windu did not block Vader's Lightsaber Heavy Attack.)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Although, Vader did not completely avoid Windu's
lightsaber.)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Vader's chestplate got damaged by Windu's Lightsaber,
Windu took off -" << winduLightsaberMediumAttack << " of Vader's Hitpoints.)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Windu did not avoid the lightsaber attack from Vader, and
Vader cut off Windu's right hand.)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Windu: '" << expletive << "Not again! Ooooh, your in for
it now.";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Windu's Hitpoints.)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Windu's Hitpoints are now " << winduHitpoints << ".)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
        enterKeyPressed();
```

```cpp
        }
        else if (chosenMethodOfAttack == "Lightsaber Heavy Attack") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Windu with Lightsaber Heavy
Attack.)\n";
            VadersHitpoints = VadersHitpoints - winduLightsaberHeavyAttack;
            winduHitpoints = winduHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader did not block Windu's Lightsaber Heavy Attack and
Windu did not block Vader's Lightsaber Heavy Attack.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Although, Vader did not completely avoid Windu's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's chestplate got significantly damaged by Windu's
Lightsaber, Windu took off -" << winduLightsaberHeavyAttack << " of Vader's
Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu did not avoid the lightsaber attack from Vader, and
Vader cut off Windu's right hand.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Windu: '" << expletive << "Not again! Ooooh, your in for
it now.";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Windu's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu's Hitpoints are now " << winduHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
            enterKeyPressed();
        }
        else {
```

```cpp
            std::cout << "(No valid action taken)\n";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu does nothing, and Vader impales Windu with his
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu's Hitpoints are now 0!)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Windu dies and becomes a force ghost.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Force Ghost Windu: " "'You cant serious now! You killed
me! I'm coming for you user.'";
            return 0;
        }
        std::cout << "Vader: " "'Coming back from the dead, won't solve anything!'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Windu: " "'Believe me, if I really had the power to come back
from the dead, your " << expletive << " ass would already be in the\n";
        std::cout << "ground'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Choose your attack method)\n";
        std::cout << std::endl;
        std::cout << "Lightsaber Light Attack\n"
            << "Lightsaber Medium Attack\n"
            << "Lightsaber Heavy Attack\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack2;
        std::getline(std::cin, chosenMethodOfAttack2);
        std::cout << std::endl;
        if (chosenMethodOfAttack2 == "Lightsaber Light Attack") {
            VadersHitpoints = VadersHitpoints - winduLightsaberLightAttack;
            std::cout << "(You did -100 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
        else if (chosenMethodOfAttack2 == "Lightsaber Medium Attack") {
            VadersHitpoints = VadersHitpoints - winduLightsaberMediumAttack;
            std::cout << "(You did -200 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
        else if (chosenMethodOfAttack2 == "Lightsaber Heavy Attack") {
            VadersHitpoints = VadersHitpoints - winduLightsaberHeavyAttack;
```

```cpp
                std::cout << "(You did -300 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
                enterKeyPressed();
                std::cout << std::endl;
            }
            else {
                std::cout << "(No valid action taken)\n";
                enterKeyPressed();
                std::cout << std::endl;
            }
            std::cout << "Vader: " "'Enough!'\n";
            enterKeyPressed();
            std::cout << "(Vader lifts Windu off the ground with the force, and Vader is
force choking him.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(You must act fast and choose wisely)\n";
            std::cout << std::endl;
            std::cout << "Throw Lightsaber at Vader\n"
                << "Force Sheild\n"
                << "Force Block\n"
                << "Force Shove\n"
                << "Force Mind Control\n"
                << "Force Confusion\n"
                << "Force Persuasion\n"
                << "Beg for Mercy\n"
                << "Curse Him\n";
            std::cout << std::endl;
            std::string chosenMethodOfAttack3;
            std::getline(std::cin, chosenMethodOfAttack3);
            std::cout << std::endl;

            while (chosenMethodOfAttack3 != "Force Shove") {
                std::cout << "(Wrong choice!)\n";
                enterKeyPressed();
                VaderForceChoke = VaderForceChoke * 2;
                winduHitpoints = winduHitpoints - VaderForceChoke;
                std::cout << "Vader took off -" << VaderForceChoke << " of Windu's
Hitpoints.\n";
                enterKeyPressed();
                std::cout << "Windu hitpoints are now " << winduHitpoints << "\n";
                enterKeyPressed();
                if (winduHitpoints <= 0) {
                    std::cout << "You Lost!";
                    std::cout << std::endl;
                    return 0;
                }
                std::cout << "(Choose again)";
                std::getline(std::cin, chosenMethodOfAttack3);
                std::cout << std::endl;
```

```cpp
        }
        std::cout << "Vader: " "'You survived! The force is strong with you.'" <<
std::endl;
        enterKeyPressed();
        std::cout << "Vader: " "'You have controlled your fear. Now, release your
anger. Only your hatred can destroy me.'\n";
        enterKeyPressed();
        std::cout << "Windu: " "'Anakin just shut up, I don't fear you. Your ass is
the only one that should be worried at this moment.'\n";
        enterKeyPressed();
        std::cout << "Vader: " "'You will soon learn the meaning of true power.'\n";
        enterKeyPressed();
        std::cout << "(Vader activates his Super Smash ability)\n";
        enterKeyPressed();
        std::cout << "(Choose your defence wisely, it could mean life or death)\n";
        std::cout << std::endl;
        std::cout << "Force Block\n"
            << "Lightsaber Block\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack4;
        std::getline(std::cin, chosenMethodOfAttack4);
        std::cout << std::endl;
        if (chosenMethodOfAttack4 == "Force Block") {
            std::cout << "(Vader unleashes his Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Vader's Super Smash was successfully blocked)\n";
            enterKeyPressed();
        }
        else {
            std::cout << "(Vader unleashes his Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Vader's Super Smash was unsuccessfully blocked)\n";
            enterKeyPressed();
            winduHitpoints = winduHitpoints - VaderSuperSmash;
            std::cout << "Vader took off -" << VaderSuperSmash << " of Windu's
Hitpoints.\n";
            enterKeyPressed();
            std::cout << "Windu's hitpoints are now " << winduHitpoints << "\n";
            enterKeyPressed();
            if (winduHitpoints <= 0) {
                std::cout << "You Lost!";
                std::cout << std::endl;
                return 0;
            }
        }
        std::cout << "Windu: 'My Turn!'\n";
        enterKeyPressed();
        std::cout << "(THIS IS YOUR LAST SHOT IN BEATING VADER! MAKE IT COUNT!)\n";
        std::cout << std::endl;
        std::cout << "Lightsaber Block\n"
```

```cpp
			<< "Force Block\n";
		std::cout << std::endl;
		std::cout << "(Predict Vader's defensive move, to successfully unleash
Windu's Super Smash on Vader)\n";
		std::string chosenMethodOfAttack5;
		std::getline(std::cin, chosenMethodOfAttack5);
		std::cout << std::endl;
		if (chosenMethodOfAttack5 == "Lightsaber Block") {
			std::cout << "(Windu unleashes his Super Smash)\n";
			enterKeyPressed();
			std::cout << "(Windu's Super Smash was unsuccessfully blocked)\n";
			enterKeyPressed();
			std::cout << "Windu took off -" << winduSuperSmash << " of Vader's
Hitpoints.\n";
			enterKeyPressed();
			VadersHitpoints = VadersHitpoints - winduSuperSmash;
			std::cout << "Vader's hitpoints are now " << VadersHitpoints << "\n";
			enterKeyPressed();
			if (VadersHitpoints <= 0) {
				std::cout << "You Won!";
				std::cout << std::endl;
				return 0;
			}

			std::cout << "(Vader's suit has a malfunction because of the damage it
has taken)\n";
			enterKeyPressed();
			std::cout << "(Vader cannot fight anymore, but will Windu finish him
off?)\n";
			enterKeyPressed();
			std::cout << "Windu: 'May I suggest something user. Yes, I know I broke
the fourth wall, but this is important to me.'\n";
			enterKeyPressed();
			std::cout << "I feel like I must Kill Him. He is too dangerous to be
left alive!\n";
			enterKeyPressed();
			std::cout << "Just felt like I had to let you know that. Your choice.
Make me proud.\n";
			std::cout << "Show Mercy\n"
				<< "Finish Him\n";
			std::cout << std::endl;
			std::string finalChoice;
			std::getline(std::cin, finalChoice);
			std::cout << std::endl;
			if (finalChoice == "Show Mercy") {
				std::cout << "(Windu does not kill Vader, he decides to show
mercy)\n";
				enterKeyPressed();
				std::cout << "Windu: 'Sadly, the user wants me to show you mercy,
and that's what I shall do.'\n";
```

```cpp
            enterKeyPressed();
            std::cout << "(Windu turns around and starts to leave.)\n";
            enterKeyPressed();
            std::cout << "(Vader grumbles in low tone......)\n";
            enterKeyPressed();
            std::cout << "Vader: " "'You should have killed me when you had the
chance'\n";
            enterKeyPressed();
            std::cout << "(Vader gets up, and stabs Windu impaling him with his
lightsaber.)\n";
            enterKeyPressed();
            std::cout << "(Windu dies and becomes a force ghost.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Force Ghost Windu: " "'I TOLD YOU! YOU " << expletive
<< "! I'm coming for you user.'\n";
            enterKeyPressed();
            std::cout << "You Lost!";
            std::cout << std::endl;
            return 0;

        }
        else if (finalChoice == "Finish Him") {
            std::cout << "(Windu kills Vader!)\n";
            enterKeyPressed();
            std::cout << "Windu: 'And that is why you don't mess with the Jedi
Council you " << expletive << ".'\n";
            enterKeyPressed();
            std::cout << "You Won!";
            std::cout << std::endl;
            return 0;
        }
        else {
            std::cout << "(Invalid Entry)\n";
            enterKeyPressed();
            std::cout << "You Won!";
            std::cout << std::endl;
            return 0;
        }
    }
    else {
        std::cout << "(Windu unleashes his Super Smash)\n";
        enterKeyPressed();
        std::cout << "(Windu's Super Smash was successfully blocked)\n";
        enterKeyPressed();
    }
    std::cout << "Vader: " "'You should have killed me when you had the
chance!'\n";
    enterKeyPressed();
    std::cout << "(Vader chokes Windu to death)\n";
```

```cpp
        enterKeyPressed();
        std::cout << "You Lost!";
        std::cout << std::endl;
        return 0;

    }
    else if (characterNum == 4) {
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << std::endl;
        system("pause");
        std::cout << "(Ahsoka Tano meets Vader)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Ahsoka: " "'Anakin, I know there is some good in you, I feel
it. Stop what you are doing.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Vader: " "'Ahsoka, so we meet again. Your senses are dull, I
will not stop. Anakin is dead. I killed him.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Ahsoka: " "'Then I will avenge his death.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Vader: " "'Revenge is not the jedi way.'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Ahsoka: " "'I am no Jedi!'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Vader ignites his lightsaber)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Ahsoka ignites her lightsaber)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << "BOSS FIGHT";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << std::endl;
        std::cout << "Telepathic Jedi precognition: " "'Vader is about to force
sprint, whats your move?'\n";
        std::cout << "Force Sheild\n"
            << "Lightsaber Block\n"
            << "Lightsaber Light Attack\n"
            << "Lightsaber Medium Attack\n"
            << "Lightsaber Heavy Attack\n";
```

```cpp
        std::cout << std::endl;
        std::cout << "Choose wisely!";
        std::cout << std::endl;
        int ahsokaHitpoints = 2000;
        int ahsokaForceSheild = 900;
        int ahsokaLightsaberBlock = 600;
        int ahsokaLightsaberLightAttack = 100;
        int ahsokaLightsaberMediumAttack = 200;
        int ahsokaLightsaberHeavyAttack = 300;
        int ahsokaSuperSmash;

        ahsokaSuperSmash = (ahsokaLightsaberLightAttack * 3) +
(ahsokaLightsaberHeavyAttack * 3);

        std::string chosenMethodOfAttack;
        std::cin.ignore();
        std::getline(std::cin, chosenMethodOfAttack);

        if (chosenMethodOfAttack == "Force Sheild") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Ahsoka with Lightsaber Heavy
Attack.)\n";
            ahsokaForceSheild = ahsokaForceSheild - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka's force sheild took a major blow, but it held up.
" "Vader's attack was blocked)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(For future reference, remember that Ahsoka's force shield
has been tremendously weakened)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka's force sheild had 900 Hitpoints and now its down
to " << ahsokaForceSheild << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'Impressive!'" << std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Block") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Ahsoka with Lightsaber Heavy
Attack.)\n";
            ahsokaLightsaberBlock = ahsokaLightsaberBlock -
(VadersLightsaberHeavyAttack + VadersSprint);
            ahsokaHitpoints = ahsokaHitpoints + ahsokaLightsaberBlock;
            enterKeyPressed();
            std::cout << std::endl;
```

```cpp
                std::cout << "(Vader's lightsaber attack was not completely blocked by
Ahsoka's lightsaber.)";
                enterKeyPressed();
                std::cout << std::endl;
                std::cout << "(Ahsoka got a minor cut to her right shoulder by Vader's
lightsaber.)";
                enterKeyPressed();
                std::cout << std::endl;
                std::cout << "(Vader took off " << ahsokaLightsaberBlock << " of
Ahsoka's Hitpoints. "
                        "Ahsoka's Hitpoints are now " << ahsokaHitpoints << ".)";
                enterKeyPressed();
                std::cout << std::endl;
                std::cout << "Vader: " "'You are strong, but you could be even stronger
if you give into the dark side.'" << std::endl;
                enterKeyPressed();
            }
        else if (chosenMethodOfAttack == "Lightsaber Light Attack") {
                std::cout << std::endl;
                std::cout << "(Vader sprints and attacks Ahsoka with Lightsaber Heavy
Attack.)\n";
                VadersHitpoints = VadersHitpoints - ahsokaLightsaberLightAttack;
                ahsokaHitpoints = ahsokaHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
                enterKeyPressed();
                std::cout << std::endl;
                std::cout << "(Vader did not block Ahsoka's Lightsaber Light Attack and
Ahsoka did not block Vader's Lightsaber Heavy Attack.)";
                enterKeyPressed();
                std::cout << std::endl;
                std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
                enterKeyPressed();
                std::cout << std::endl;
                std::cout << "(Although, Vader did not completely avoid Ahsoka's
lightsaber.)";
                enterKeyPressed();
                std::cout << std::endl;
                std::cout << "(Vader's chestplate got minimal damage by Ahsoka's
Lightsaber, Ahsoka took off -" << ahsokaLightsaberLightAttack << " of Vader's
Hitpoints.)";
                enterKeyPressed();
                std::cout << std::endl;
                std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
                enterKeyPressed();
                std::cout << std::endl;
                std::cout << "(Ahsoka did not avoid the lightsaber attack from Vader,
and Vader cut off Ahsoka's right hand.)";
                enterKeyPressed();
                std::cout << std::endl;
```

```cpp
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Ahsoka's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka's Hitpoints are now " << ahsokaHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Medium Attack") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Ahsoka with Lightsaber Heavy
Attack.)\n";
            VadersHitpoints = VadersHitpoints - ahsokaLightsaberMediumAttack;
            ahsokaHitpoints = ahsokaHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader did not block Ahsoka's Lightsaber Medium Attack and
Ahsoka did not block Vader's Lightsaber Heavy Attack.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Although, Vader did not completely avoid Ahsoka's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's chestplate got damaged by Ahsoka's Lightsaber,
Ahsoka took off -" << ahsokaLightsaberMediumAttack << " of Vader's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka did not avoid the lightsaber attack from Vader,
and Vader cut off Ahsoka's right hand.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Ahsoka's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka's Hitpoints are now " << ahsokaHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
```

```cpp
            std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
            enterKeyPressed();
        }
        else if (chosenMethodOfAttack == "Lightsaber Heavy Attack") {
            std::cout << std::endl;
            std::cout << "(Vader sprints and attacks Ahsoka with Lightsaber Heavy
Attack.)\n";
            VadersHitpoints = VadersHitpoints - ahsokaLightsaberHeavyAttack;
            ahsokaHitpoints = ahsokaHitpoints - (VadersLightsaberHeavyAttack +
VadersSprint);
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader did not block Ahsoka's Lightsaber Heavy Attack and
Ahsoka did not block Vader's Lightsaber Heavy Attack.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader was able to maneuver himself away from a deadly
lightsaber strike.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Although, Vader did not completely avoid Ahsoka's
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's chestplate got significantly damaged by Ahsoka's
Lightsaber, Ahsoka took off -" << ahsokaLightsaberHeavyAttack << " of Vader's
Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader's Hitpoints are now " << VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka did not avoid the lightsaber attack from Vader,
and Vader cut off Ahsoka's right hand.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Vader took off -" << VadersLightsaberHeavyAttack +
VadersSprint << " of Ahsoka's Hitpoints.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka's Hitpoints are now " << ahsokaHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Vader: " "'If only knew the power of the dark side.'" <<
std::endl;
            enterKeyPressed();
        }
        else {
            std::cout << "(No valid action taken)\n";
```

```cpp
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka does nothing, and Vader impales Ahsoka with his
lightsaber.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka's Hitpoints are now 0!)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "(Ahsoka dies and becomes a force ghost.)";
            enterKeyPressed();
            std::cout << std::endl;
            std::cout << "Force Ghost Ahsoka: " "'I failed you user, sorry.'";
            return 0;
        }
        std::cout << "Vader: " "'Search your feelings Ahsoka, you know that you want
to join me!'";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "Ahsoka: " "I cannot follow the path you have taken.";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(Choose your attack method)\n";
        std::cout << std::endl;
        std::cout << "Lightsaber Light Attack\n"
            << "Lightsaber Medium Attack\n"
            << "Lightsaber Heavy Attack\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack2;
        std::getline(std::cin, chosenMethodOfAttack2);
        std::cout << std::endl;
        if (chosenMethodOfAttack2 == "Lightsaber Light Attack") {
            VadersHitpoints = VadersHitpoints - ahsokaLightsaberLightAttack;
            std::cout << "(You did -100 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
        else if (chosenMethodOfAttack2 == "Lightsaber Medium Attack") {
            VadersHitpoints = VadersHitpoints - ahsokaLightsaberMediumAttack;
            std::cout << "(You did -200 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
            std::cout << std::endl;
        }
        else if (chosenMethodOfAttack2 == "Lightsaber Heavy Attack") {
            VadersHitpoints = VadersHitpoints - ahsokaLightsaberHeavyAttack;
            std::cout << "(You did -300 damage to Vader. Vader's hitpoints are now "
<< VadersHitpoints << ".)";
            enterKeyPressed();
```

```cpp
            std::cout << std::endl;
        }
        else {
            std::cout << "(No valid action taken)\n";
            enterKeyPressed();
            std::cout << std::endl;
        }
        std::cout << "Vader: " "'Enough!'\n";
        enterKeyPressed();
        std::cout << "(Vader lifts Ahsoka off the ground with the force, and Vader
is force choking her.)";
        enterKeyPressed();
        std::cout << std::endl;
        std::cout << "(You must act fast and choose wisely)\n";
        std::cout << std::endl;
        std::cout << "Throw Lightsaber at Vader\n"
            << "Force Sheild\n"
            << "Force Block\n"
            << "Force Shove\n"
            << "Force Mind Control\n"
            << "Force Confusion\n"
            << "Force Persuasion\n"
            << "Beg for Mercy\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack3;
        std::getline(std::cin, chosenMethodOfAttack3);
        std::cout << std::endl;

        while (chosenMethodOfAttack3 != "Force Shove") {
            std::cout << "(Wrong choice!)\n";
            enterKeyPressed();
            VaderForceChoke = VaderForceChoke * 2;
            ahsokaHitpoints = ahsokaHitpoints - VaderForceChoke;
            std::cout << "Vader took off -" << VaderForceChoke << " of Ahsoka's
Hitpoints.\n";
            enterKeyPressed();
            std::cout << "Ahsoka hitpoints are now " << ahsokaHitpoints << "\n";
            enterKeyPressed();
            if (ahsokaHitpoints <= 0) {
                std::cout << "You Lost!";
                std::cout << std::endl;
                return 0;
            }
            std::cout << "(Choose again)";
            std::getline(std::cin, chosenMethodOfAttack3);
            std::cout << std::endl;
        }
        std::cout << "Vader: " "'You survived! The force is strong with you.'" <<
std::endl;
        enterKeyPressed();
```

```cpp
        std::cout << "Vader: " "'You have controlled your fear. Now, release your
anger. Only your hatred can destroy me.'\n";
        enterKeyPressed();
        std::cout << "Ahsoka: " "'I do not fear you neither do I hate you Anakin. I
never have and never will.'\n";
        enterKeyPressed();
        std::cout << "Vader: " "'By not submitting to the dark side, you will
die.'\n";
        enterKeyPressed();
        std::cout << "(Vader activates his Super Smash ability)\n";
        enterKeyPressed();
        std::cout << "(Choose your defence wisely, it could mean life or death)\n";
        std::cout << std::endl;
        std::cout << "Force Block\n"
            << "Lightsaber Block\n";
        std::cout << std::endl;
        std::string chosenMethodOfAttack4;
        std::getline(std::cin, chosenMethodOfAttack4);
        std::cout << std::endl;
        if (chosenMethodOfAttack4 == "Force Block") {
            std::cout << "(Vader unleashes his Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Vader's Super Smash was successfully blocked)\n";
            enterKeyPressed();
        }
        else {
            std::cout << "(Vader unleashes his Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Vader's Super Smash was unsuccessfully blocked)\n";
            enterKeyPressed();
            ahsokaHitpoints = ahsokaHitpoints - VaderSuperSmash;
            std::cout << "Vader took off -" << VaderSuperSmash << " of Ahsoka's
Hitpoints.\n";
            enterKeyPressed();
            std::cout << "Ahsoka's hitpoints are now " << ahsokaHitpoints << "\n";
            enterKeyPressed();
            if (ahsokaHitpoints <= 0) {
                std::cout << "You Lost!";
                std::cout << std::endl;
                return 0;
            }
        }
        std::cout << "Ahsoka: 'Anakin, you leave me no other choice.'\n";
        enterKeyPressed();
        std::cout << "(THIS IS YOUR LAST SHOT IN BEATING VADER! MAKE IT COUNT!)\n";
        std::cout << std::endl;
        std::cout << "Lightsaber Block\n"
            << "Force Block\n";
        std::cout << std::endl;
        std::cout << "(Predict Vader's defensive move, to successfully unleash
```

```cpp
Ahsoka's Super Smash on Vader)\n";
        std::string chosenMethodOfAttack5;
        std::getline(std::cin, chosenMethodOfAttack5);
        std::cout << std::endl;
        if (chosenMethodOfAttack5 == "Lightsaber Block") {
            std::cout << "(Ahsoka unleashes her Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Ahsoka's Super Smash was unsuccessfully blocked)\n";
            enterKeyPressed();
            std::cout << "Ahsoka took off -" << ahsokaSuperSmash << " of Vader's
Hitpoints.\n";
            enterKeyPressed();
            VadersHitpoints = VadersHitpoints - ahsokaSuperSmash;
            std::cout << "Vader's hitpoints are now " << VadersHitpoints << "\n";
            enterKeyPressed();
            if (VadersHitpoints <= 0) {
                std::cout << "You Won!";
                std::cout << std::endl;
                return 0;
            }

            std::cout << "(Vader's suit has a malfunction because of the damage it
has taken)\n";
            enterKeyPressed();
            std::cout << "(Vader cannot fight anymore, but will Ahsoka finish him
off?)\n";
            enterKeyPressed();
            std::cout << "Show Mercy\n"
                << "Finish Him\n";
            std::cout << std::endl;
            std::string finalChoice;
            std::getline(std::cin, finalChoice);
            std::cout << std::endl;
            if (finalChoice == "Show Mercy") {
                std::cout << "(Ahsoka does not kill Vader, she decides to show
mercy)\n";
                enterKeyPressed();
                std::cout << "You Won!";
                std::cout << std::endl;
                return 0;

            }
            else if (finalChoice == "Finish Him") {
                std::cout << "(Ahsoka kills Vader!)\n";
                enterKeyPressed();
                std::cout << "Ahsoka: 'Sorry Anakin.'\n";
                enterKeyPressed();
                std::cout << "You Won!";
                std::cout << std::endl;
                return 0;
```

```cpp
            }
            else {
                std::cout << "(Invalid Entry)\n";
                enterKeyPressed();
                std::cout << "You Won!";
                std::cout << std::endl;
                return 0;
            }
        }
        else {
            std::cout << "(Ahsoka unleashes her Super Smash)\n";
            enterKeyPressed();
            std::cout << "(Ahsoka's Super Smash was successfully blocked)\n";
            enterKeyPressed();
        }
        std::cout << "Vader: " "'You should have killed me when you had the
chance!'\n";
        enterKeyPressed();
        std::cout << "(Vader chokes Ahsoka to death)\n";
        enterKeyPressed();
        std::cout << "You Lost!";
        std::cout << std::endl;
        return 0;
    }

    return 0;
}
```