START

DEFINE VARIABLES userHealth = 100%, enemyHealth = 100%

WHILE (userHealth > 0) AND (enemyHealth > 0)

AKS user to enter a number

GENERATE random number.

IF user number > random number

THEN

WRITE “Your Hit told”

enemyHealth is reduced by 25%

IF random number > user number

THEN

WRITE “You took damage”

userHealth is reduced 25%

WRITE “Your Health is” and userHealth

WRITE “Enemy Health is” and enemyHealth

LOOP

IF userHealth == 0 THEN

WRITE “You Lost”

ELSE

WRITE “You Won!”

END