



BOT PARA POKÉMON SHOWDOWN

João Pedro da Costa
Nunes



Format:

Random Battle

Team:

Random team



Para o desenvolvimento deste agente, foram estabelecidos heurísticas (prioridade) para tratar a escolha do melhor ataque.

Latest News

The Player: Issue #4 & Smogon T-shirts

The Player's fourth issue has been released! [Check out the release thread](#) and be sure to vote for the next staff interview. Issue 4 includes Sky Battles 102, an overview of PU, an interview with Goddess Briyella, and a spooky cover, as well as a redesign on the article front – be sure to take a look!

Due to demand over the years, [Smogon now introduces apparel to the public!](#) We offer shirts, hoodies, and tank tops. Purchases must be made before November 4th!

—[Vacate](#) on Oct 31, 2014 [Read more / comments](#)

Random Battle Tournament

PRIORIDADE 0:
Ataques Super
Efetivos e com
Dano

PRIORIDADE 1:
Ataques Efetivos
e com Dano

PRIORIDADE 2:
Ataques Dano

PRIORIDADE 3:
Super Efetivo ou
Efetivo

Watch a battle

Na tomada de
decisão, é
validado caso
o ataque
tenha alguma
porcentagem
de dano

Também é
testado a
efetividade
do ataque,
dentre todos
os ataques
disponíveis
do Pokémon
atual

The Player: Issue #4 & Smogon T-

The Player's fourth issue has been released! [Check out the release](#)

lead and be su
next staff interview
includes Sky Batt
overview of PU, a
Goddess Briyella,
cover, as well as
article front - be
look!

Due to demand o
[Smogon now inte](#)
[the public!](#) We o
and tank tops. Pu
made before Nov

[vacate](#) on Oct 3
[comments](#)

Random Battle Tournament

```

77 // PREFERÊNCIA 0: SUPER EFETIVO && DANO
78 if (tempValueOfEffective > 2 && valueOfMaxDamage > 0) {
79     if (indexOfBestDamage == indexOfBestEffective) {
80         return arr[indexOfBestEffective];
81     } else {
82         return arr[indexOfBestDamage];
83     } // PREFERÊNCIA 1: EFETIVO && DANO
84 } else if (tempValueOfEffective > 1 && valueOfMaxDamage > 0) {
85     if (indexOfBestDamage == indexOfBestEffective) {
86         return arr[indexOfBestEffective];
87     } else {
88         return arr[indexOfBestDamage];
89     } // PREFERÊNCIA 2: DANO
90 } else if (valueOfMaxDamage > 0) {
91     return arr[indexOfBestDamage];
92 } else { // PREFERÊNCIA 3: SUPER || EFETIVO
93     return arr[indexOfBestEffective];
94 }
95 }

```

Para trabalhos
futuros, será
desenvolvido
uma ordenação
dos elementos
de ataque
através de um
algoritmo
chamado Bubble
Sort

Teambuilder

Ladder

Credits

Watch a battle

Assim, a
ordenação terá
uma estrutura
estabelecida,
facilitando a
escolha do
ataque

Best News

The Player: Issue #4 & Smogon T-shirts

The Player's fourth issue has been released! [Check out the release thread](#) and be sure to vote for the next staff interview. Issue 4 includes Sky Battles 102, an overview of PU, an interview with Goddess Briyella, and a spooky cover, as well as a redesign on the article front – be sure to take a look!

Due to demand over the years, [Smogon now introduces apparel to the public!](#) We offer shirts, hoodies, and tank tops. Purchases must be made before November 4th!

—[Vacate](#) on Oct 31, 2014 [Read more / comments](#)

Random Battle Tournament



REFERENCIAS

<https://github.com/dramamine/leftovers-again/blob/master/FAQ.md>

<https://doc.esdoc.org/github.com/dramamine/leftovers-again/>

https://www.tutorialspoint.com/data_structures_algorithms/bubble_sort_algorithm.htm

<http://conceitos.com/heuristica/>