General Description

Python program that is designed to mimic the video game, pokemon, in the terminal. Consists of a gameplay loop where pokemon objects of various types can battle until a clear winner is determined or the user runs away (quits). Two variants of the program have been developed: one which follows good programming principles, and one that does not. The clean variant was developed by Brandon Tiseo and the messy variant by Sean Devlin.

Clean Code - Brandon

- Inheritance: Utilized inheritance to create a general pokemon class that has methods all pokemon share as well as instance variables such as their name, health, type, and damage. Then, I created subclasses for each pokemon type to distinguish each pokemon object from one another.
- Single Responsibility: Not a single class has too much responsibility over the other classes. Functionality is evenly distributed between each child class and the parent class with its general functions and variables.
- Documentation: Left comments to document the functionality of certain parts of the gameplay loop as well as what the purpose of each function/class is.

Horrible Code - Sean

- Documentation: I removed all of it. There is not a single comment on left on the document
- KISS: I added intermediate function calls that obscure the purpose of the code. It is much more difficult to tell what any given function will do
- Clean Code: I changed the names of all the variables and functions to abbreviations or generalizations. This means that nothing is self-explanatory or easily readable.