

void Game Intro

```
cout << "\nAn image of a man in a lab coat appears\n"; cout << "Oak : Hello there! Welcome to the world of
POKEMON! My name " "is OAK! People call me the POKEMON PROF!\n"; cout << "\n\t\tAn image of a
Nidorino appears.\n"; cout << "Oak : This world is inhabited by creatures called POKEMON! " "For some\n";
cout << "\t\t\tpeople, POKEMON are pets. Others use them for fights. " "Myself...\n"; cout << "\t\t\tI study
POKEMON as a profession.\n"; cout << "\nAn image of a boy (the player's character) appears.\n";
```

void Get Player

```
cout << "\nAn image of a boy (the player's character) appears.\n"; cout << "Oak :
First, what is your name?"; cout << "-----\n";
cout << endl;
cin >> PName;
cout << "\nPlayer's image reappears.\n";
```

void Get Rival

```
cout << "Oak : This is my grandson. He's been your rival since you "
"were a baby.\n";
cout << "...Erm, what is his name again?\n";
cout << "-----\n";
cout << endl;
cin >> RName;
cout << "\nAn image of another boy appears.\n";
cout << "dreams and adventures with POKEMON awaits! Let's go!\n\n";
```

void Player Room

int RoomNav;

```
cout << " " << PName << " wakes up in his room, 'What a
wierd dream'\n\n"; cout << "Your Pokemon Journey
begins please choose your first step\n\n" << "1. Use
computer\n" << "2. Play N64\n" << "3. Go to bed\n" << "4.
Go downstairs\n\n" << "Enter your choice: "; cin >>
RoomNav;
```

switch(RoomNav)

case 1:

```
cout << "\n\n***Computer turns on***"
<< "\n\n you have 0 emails\n\n" <<
"***computer turns off***" << endl;
Playerroom();
```

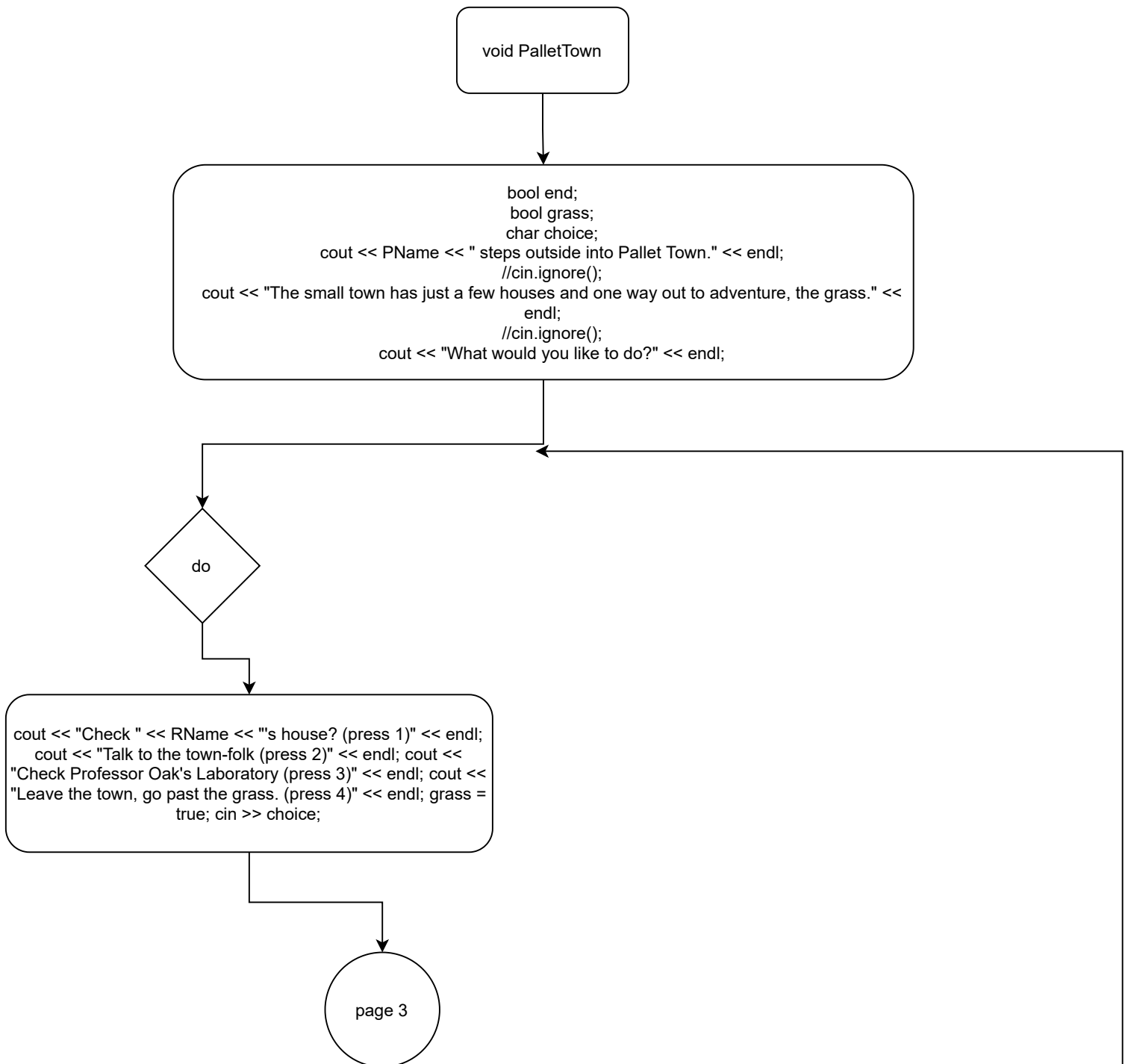
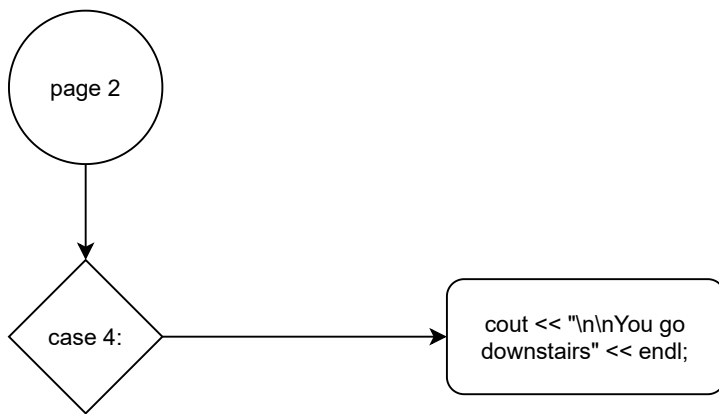
case 2:

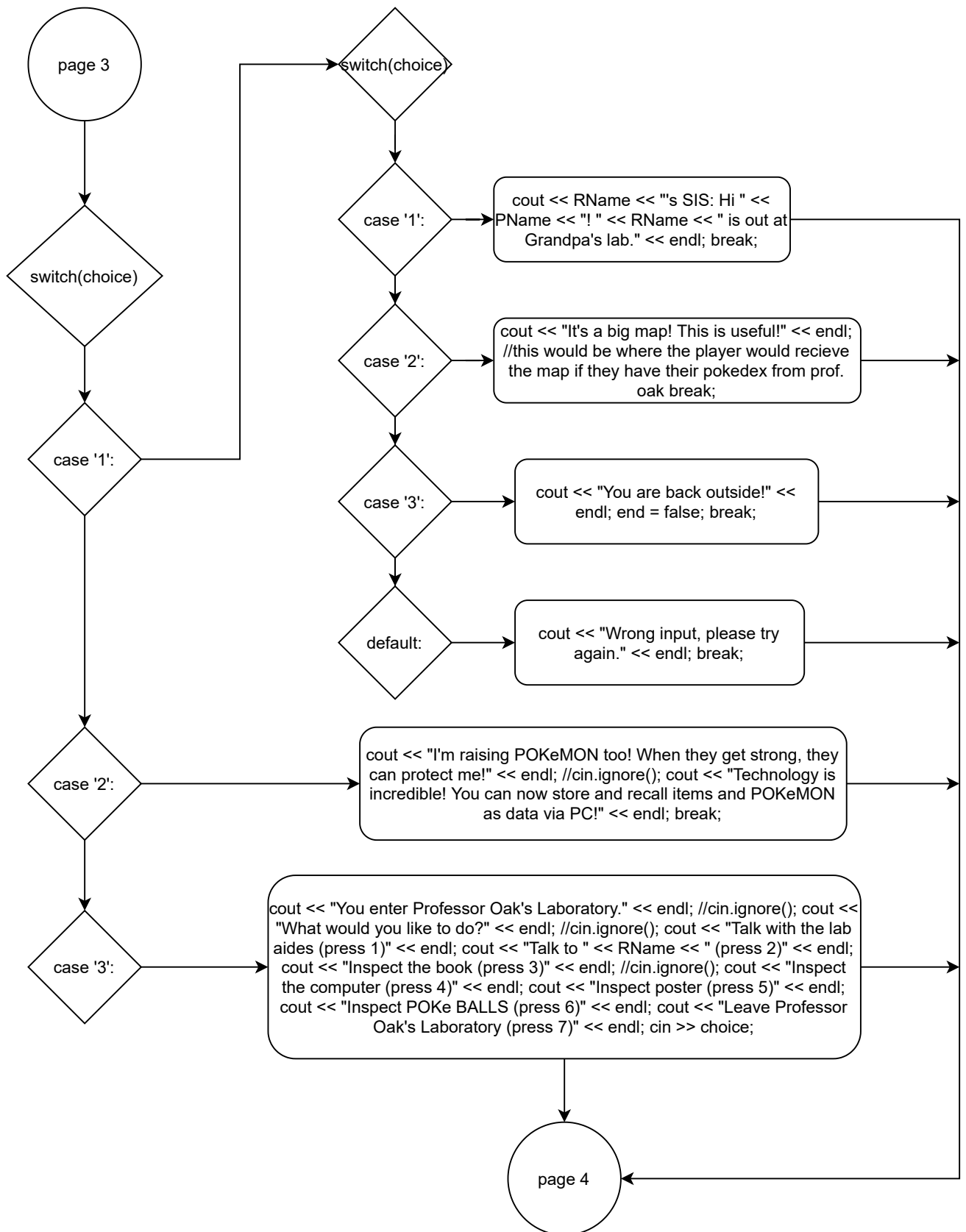
```
cout << "\n\nGolden Eye 007 flashes
across the screen" << " " << PName << "
is playing the SNES! ...Okay! It's time to
go!" << endl; Playerroom();
```

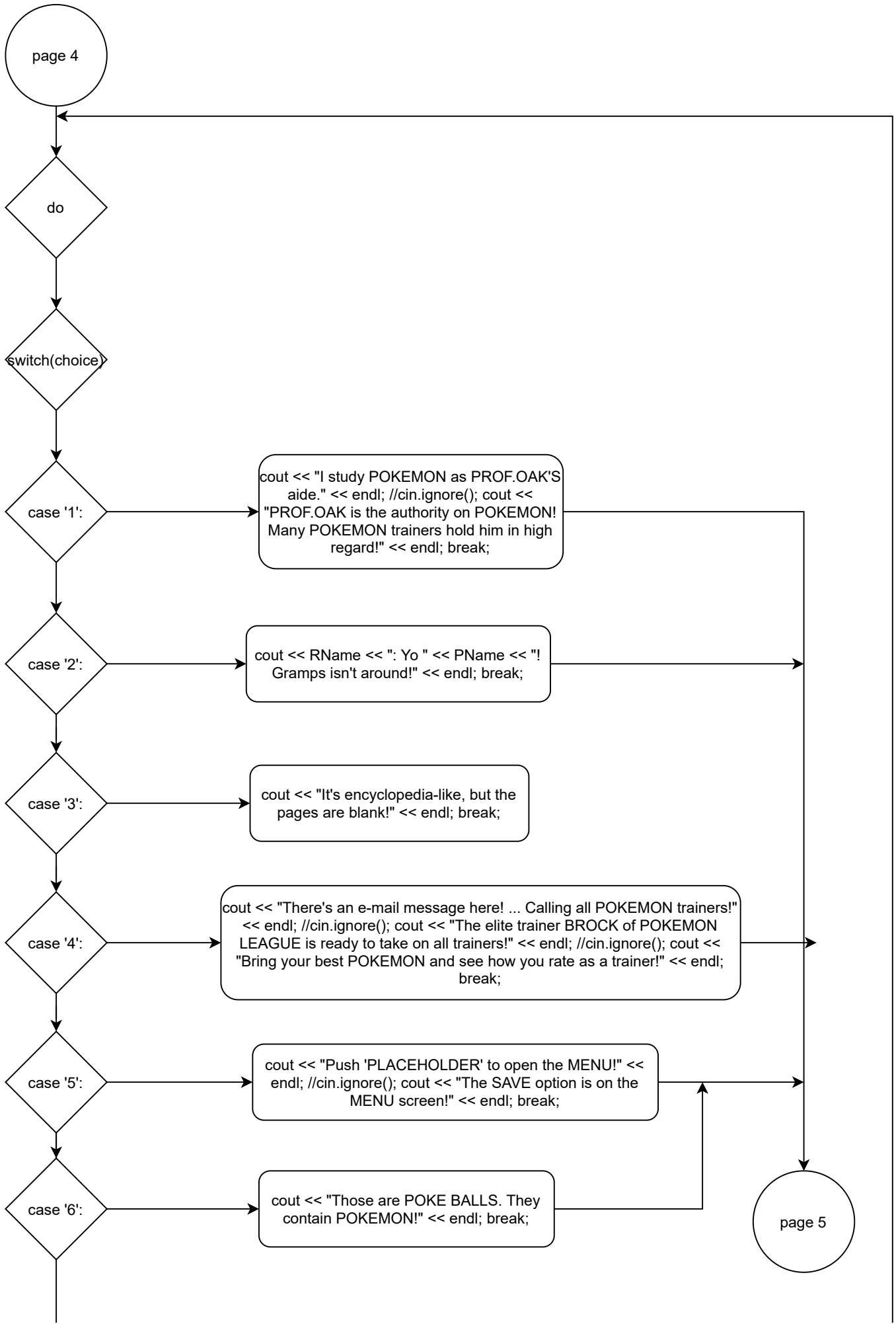
case 3:

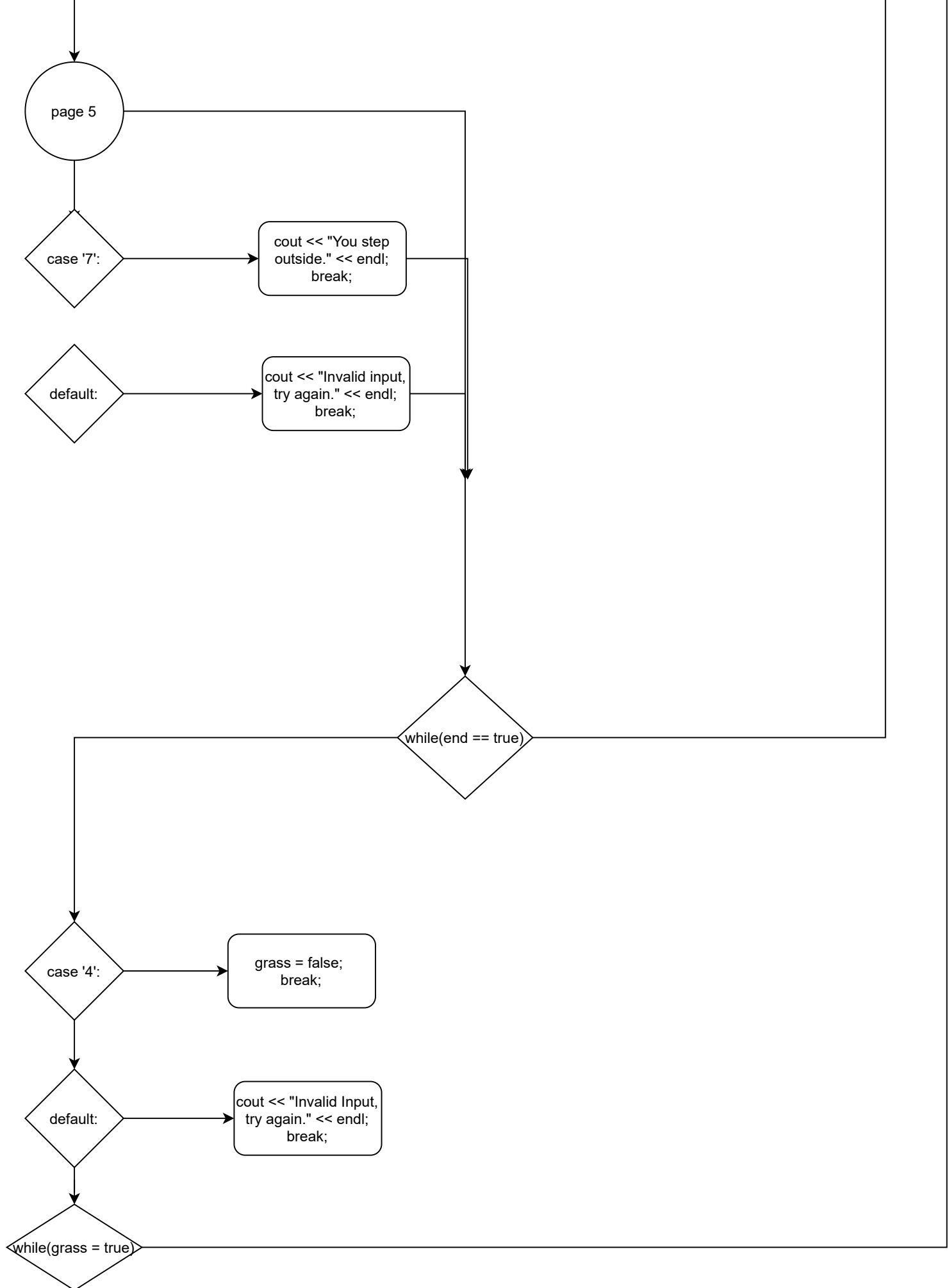
```
cout << "\n\nI just woke up I can't
go back to bed" << endl;
Playerroom();
```

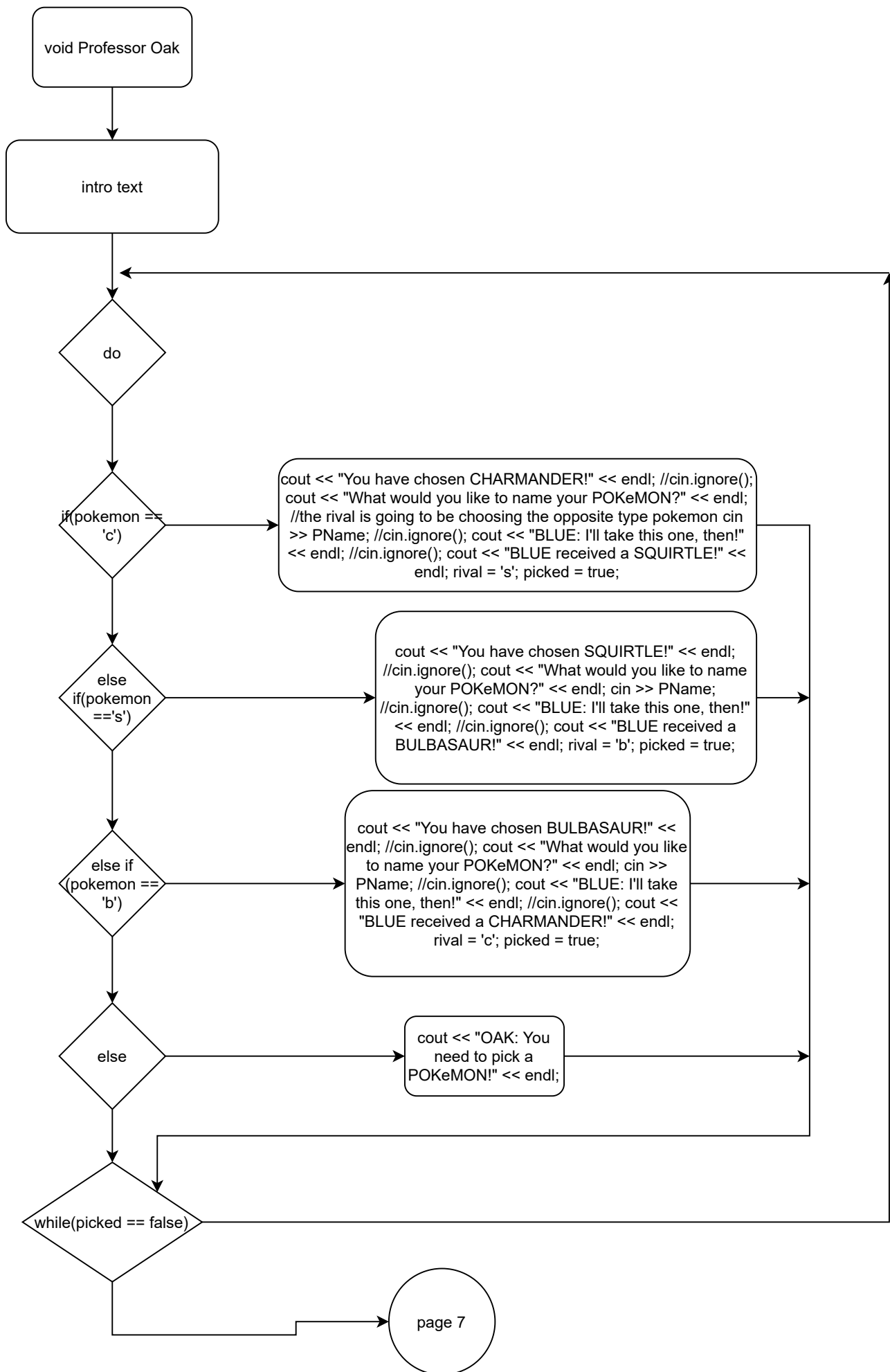
page 2











page 7

```
cout << "BLUE: Wait RED! Let's check out our POKeMON! Come  
on, I'll take you on!" << endl; //cin.ignore(); //this is where the first  
battle will take place, for now i'll just have a dice roll i favor of the  
rival roll = rand() % 100;
```

if(roll < 75)

```
cout << "You lost the fight" << endl; //cin.ignore(); cout <<  
"Yeah! Am I great or what?" << endl; //cin.ignore();
```

else

```
cout << "You won the fight" << endl;  
//cin.ignore(); cout << "WHAT?  
Unbelievable! I picked the wrong  
POKeMON!" << endl;
```

do

```
cout << "\n\n1.) Talk to Prof. Oak's Aide" << endl;  
cout << "2.) Talk to Blue" << endl; cout << "3.)  
Inspect a the book in the right corner of the room" <<  
endl; cout << "4.) Inspect the computer next to the  
book" << endl; cout << "5.) Inspect the poster" <<  
endl; cout << "6.) Inspect the POkeballs" << endl;  
cout << "7.) Leave the house" << endl;
```

page 8



