Cover Page

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CS 089

**Purpose:**

This program is a fairly accurate Pokémon battle simulator.

**Stipulations:**

The user is given only one Pokémon

The user must face three Pokémon

When a Pokémon’s HP is reduced to zero it faints

A Pokémon’s HP persists throughout the duration of the program

The players Pokémon will have multiple moves available

The actions of the AI will be pseudorandom

Items may be used

**Tools/Strategies:**

Use of input and output (cin, cout)

Variable declaration and assignment

Arithmetic operations

Compound mathematical expressions/assignment

Type Casting

Relational Operators and “If”/”If Else” statements

Logical and Conditional Operators

Comparing Characters and string Objects

Variable Incrimination

While and do while loops

Nested/mixed do while loops and if statements

Widespread Use of Arrays and Functions

Use of pseudorandom elements

Use of strings

Local and Global variables

File read/write for data storage