DOCUMENTATIONS:

**Stats Library:**

With the stats library program, I didn’t include much of special efforts. I did what was necessary. Since it’s just math and input variables, nothing personal can be achieved, I think.

**Pokémon card game:**

First and foremost. I have something I won’t tell you; you must start the game to know. And also I suggest you play NOT Fullscreen, just in case, I did it and sometimes it didn’t work.

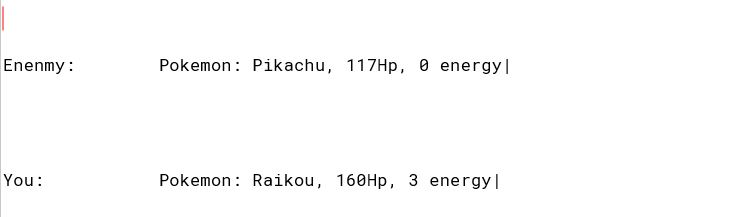
I looked online on how to draw ASCII art. And I found this Pikachu with symbols.

A black line drawing of a face

Description automatically generated

So I added it in, I also put some music notes around it, like he’s having fun.

I also create a simple battleground.



It shows the active Pokémon of both players.

I also randomized the Pokémon hp a little:

public int InitialHp (int inputHP) {

hp = rng.nextInt((inputHP-20), (inputHP+20));

return hp;

}

It randomizes a Pokémon’s hp by +- 20 of it’s original hp;

(I would’ve added evasion if I have a little more time)

With the 3 Pokémon’s and trainers, I added 1 more each to the deck.

Cynthia and Potion 80 (I made up the 80, couldn’t remember the name)