

Terminal App (A1-1)

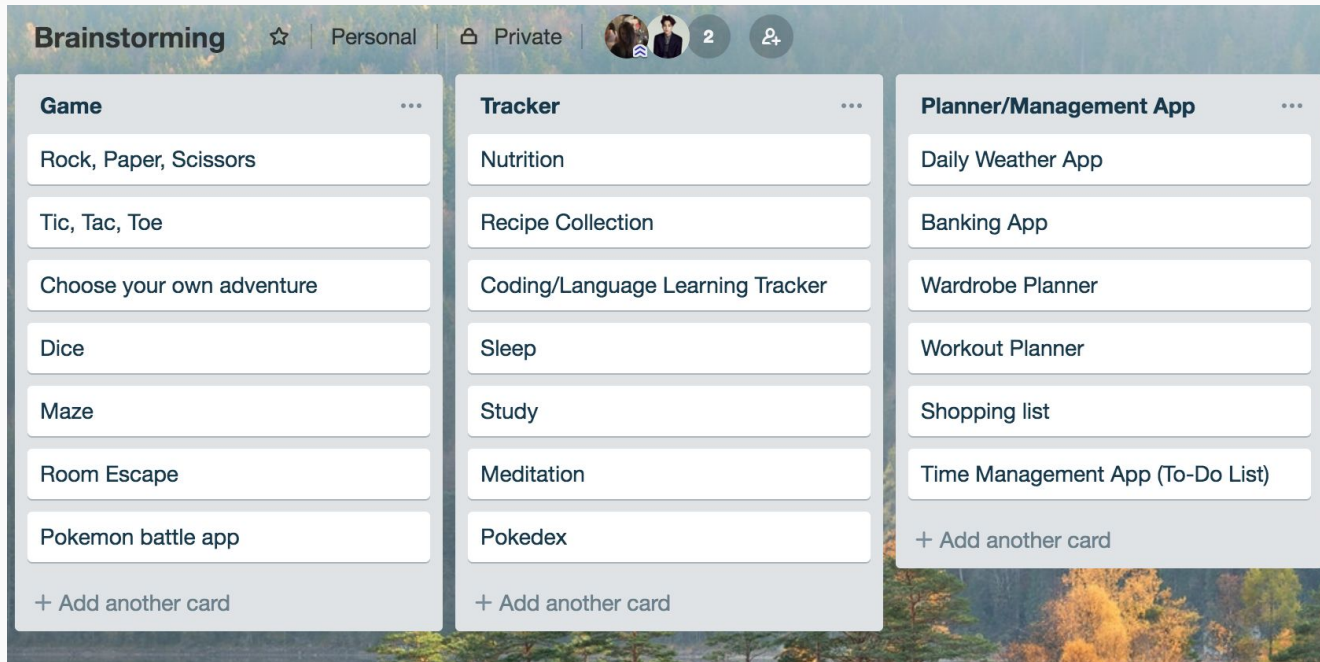
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Design Brief

“In groups of 2 create a Ruby terminal application (app).

It can be something **to entertain**, to surprise, to solve a problem, to inform, to compute, etc.”

Initial Brainstorming



SQUIRTLE♂ Lv18

PAR



PIKACHU♂ Lv18

HP



43/ 43

EXP



Foe SQUIRTLE is paralyzed!
It may be unable to move!

Planning & Pseudocode

Pokemon Class

Game Loop

 Battle Loop

 end

end

Win / Loss Conditional

Planned Features

- Utilizing Pokemon types
- Leveling up
- Saving progress
- Critical Hits
- Moves that damage stats
- Poison/Paralysis
- Unique moves for each pokemon
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- ASCII Animations
- Music
- Selection
- Critical Hits
- Moves that damage stats
- Unique moves for each pokemon
- Multiplayer modes

Core Features

- Option to choose a Pokemon from a list
- Option to choose a move from a unique list for each Pokemon
- HP stats for the user and the opponent that decrease with each attack
- Option for the user to play again after the battle has finished
- For the opponent to attack with a random move from its list of moves each round
- To have a user friendly graphical display

Code Demonstration