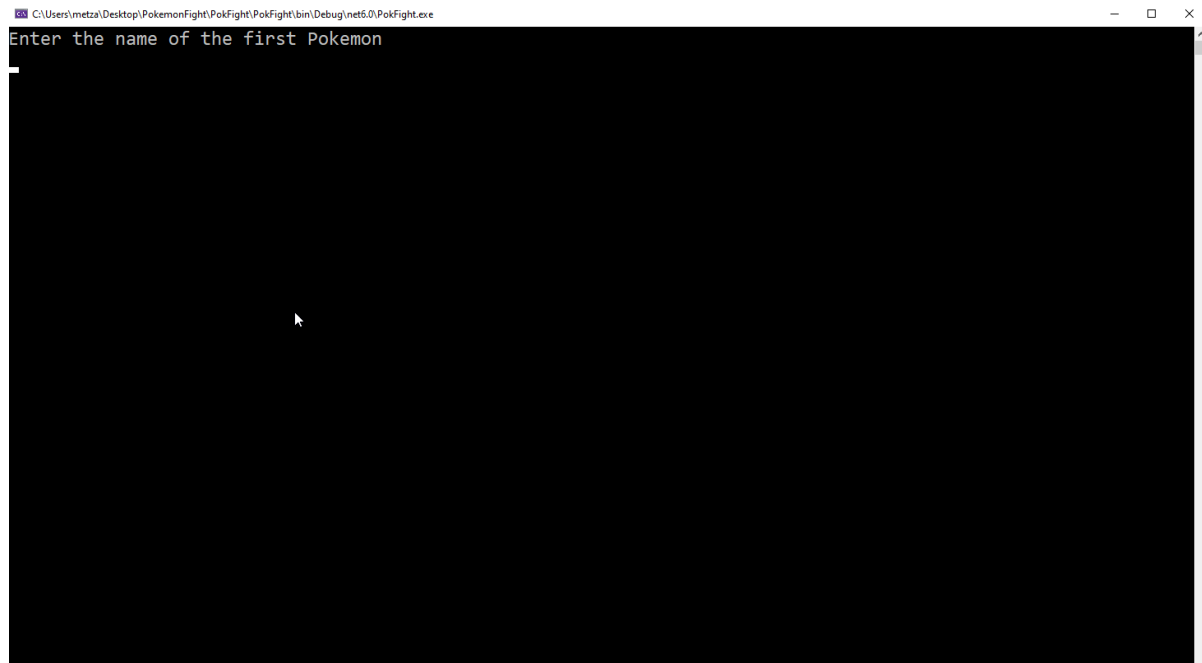


Project 3: Interactive Pokemon Fight



Preparation

You can download the Student-Project from the description or use your own Pokemon-Fight-Project from the chapter “Variables-Advanced”.

1. Fight to the death

Currently we only implemented 3 turns of combat.

Change the Code, so that the two pokemon fight until one of them is dead.

2. Pick attack

Next the Player should be able to choose between different attacks that the pokemon can perform.

Hint: It is up to you if only Pokemon1 can pick its attack or if both Pokemon can pick their attacks.

3. Multistrike

One of the attacks should be a multistrike that hits the enemy 5 times.
Use a for-loop to implement this mechanic.