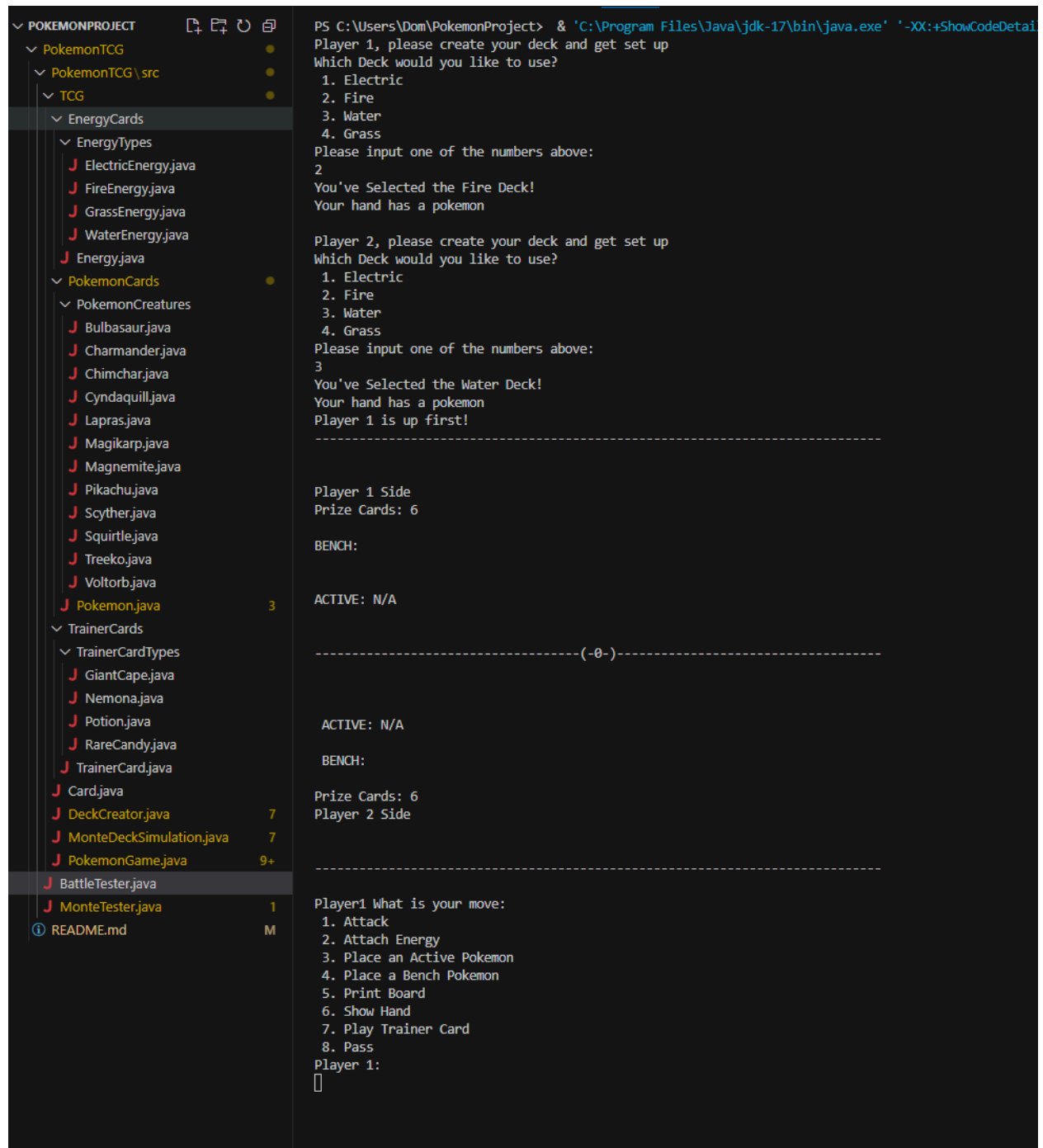


Start of Game:



The screenshot shows an IDE with a project named 'POKEMONPROJECT'. The project structure is as follows:

- POKEMONPROJECT
 - PokemonTCG
 - PokemonTCG\src
 - TCG
 - EnergyCards
 - EnergyTypes
 - ElectricEnergy.java
 - FireEnergy.java
 - GrassEnergy.java
 - WaterEnergy.java
 - Energy.java
 - PokemonCards
 - PokemonCreatures
 - Bulbasaur.java
 - Charmander.java
 - Chimchar.java
 - Cyndaquil.java
 - Lapras.java
 - Magikarp.java
 - Magnemite.java
 - Pikachu.java
 - Scyther.java
 - Squirtle.java
 - Treko.java
 - Voltorb.java
 - Pokemon.java
 - TrainerCards
 - TrainerCardTypes
 - GiantCape.java
 - Nemona.java
 - Potion.java
 - RareCandy.java
 - TrainerCard.java
 - Card.java
 - DeckCreator.java
 - MonteDeckSimulation.java
 - PokemonGame.java
 - BattleTester.java
 - MonteTester.java
 - README.md

The terminal window shows the following output:

```
PS C:\Users\Dom\PokemonProject> & 'C:\Program Files\Java\jdk-17\bin\java.exe' '-XX:+ShowCodeDetail
Player 1, please create your deck and get set up
Which Deck would you like to use?
1. Electric
2. Fire
3. Water
4. Grass
Please input one of the numbers above:
2
You've Selected the Fire Deck!
Your hand has a pokemon

Player 2, please create your deck and get set up
Which Deck would you like to use?
1. Electric
2. Fire
3. Water
4. Grass
Please input one of the numbers above:
3
You've Selected the Water Deck!
Your hand has a pokemon
Player 1 is up first!

-----

Player 1 Side
Prize Cards: 6

BENCH:

ACTIVE: N/A

-----(-0-)-----

ACTIVE: N/A

BENCH:

Prize Cards: 6
Player 2 Side

-----

Player1 What is your move:
1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Play Trainer Card
8. Pass
Player 1:
[]
```

Adding a Pokemon to the Active Slot:

```
1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Trainer Cards
8. Pass
Player 1:
3

The cards in your hand:
1. Charmander
2. Chimchar
3. FireEnergy
4. Charmander
5. FireEnergy
6. FireEnergy
7. FireEnergy
8. GiantCape
Would you like to pick from
1. Your hand?
2. Your Bench?
1
Which Pokemon would you like to play?
1
```

```
-----

Player 1 Side
Prize Cards: 6
```

BENCH:

ACTIVE:
Pokemon: Charmander
HP: 80 Type: Fire
Moves: Ember Fire 30 Energy Cost: 2
Retreat Cost: 1 Weakness: Water
Attached Energy: 0

```
-----(-0-)-----
```

ACTIVE: N/A

BENCH:

Prize Cards: 6
Player 2 Side

```
-----
You placed a Pokemon. What else would you like to do?
```

```
1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Trainer Cards
8. Pass
Player 1:
```

Adding An Energy to the Active Pokemon:

You placed a Pokemon. What else would you like to do?

1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Trainer Cards
8. Pass

Player 1:

2

Would you like to attach energy to your

1. Active Pokemon
2. Bench Pokemon

2

No Bench Pokemon!

1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Trainer Cards
8. Pass

Player 1:

2

Would you like to attach energy to your

1. Active Pokemon
2. Bench Pokemon

1

Which Energy would you like to select?

The cards in your hand:

1. Chimchar
2. FireEnergy
3. Charmander
4. FireEnergy
5. FireEnergy
6. FireEnergy
7. GiantCape

2

1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Trainer Cards
8. Pass

Player 1:

■

Player Attacking, Getting a Super Effective Hit, knocking out the opponent, and drawing a prize card.

```
1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Trainer Cards
8. Pass
Player 2:
1
Would you like to
1. Attack
2. Check the Energy cost?
3. Select another move?
1
SUPER EFFECTIVE!
Lapras used Aqua Wave for 100 damage!
YOU HIT Charmander FOR 100!!!!
Charmander is at 0 hp!
You've Earned a prize Card!!!
Charmander was knocked out!!
-----(-0-)-----

Player 1 Side
Prize Cards: 6

BENCH: 1. Chimchar, 2. Charmander,

ACTIVE: N/A

-----(-0-)-----

ACTIVE:
Pokemon: Lapras
HP: 50 Type: Water
Moves: Aqua Wave Water 80 Energy Cost: 4
Retreat Cost: 1 Weakness: Grass
Attached Energy: 4

BENCH:

Prize Cards: 5
Player 2 Side
-----

Player1 What is your move:
1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Play Trainer Card
8. Pass
Player 1:
█
```

Swapped in Chimchar from my bench to the Active Spot, Knocked out the Lapras, and won the game due to Lapras being the only Pokemon my opponent had in their hand, bench, and/or active spot.

```
BENCH: 1. Charmander,

ACTIVE:
Pokemon: Chimchar
HP: 70 Type: Fire
Moves: Flame Wheel Fire 50 Energy Cost: 3
Retreat Cost: 1 Weakness: Water
Attatched Energy: 2

-----(-0-)-----

ACTIVE:
Pokemon: Lapras
HP: 50 Type: Water
Moves: Aqua Wave Water 80 Energy Cost: 4
Retreat Cost: 1 Weakness: Grass
Attatched Energy: 4

BENCH:

Prize Cards: 5
Player 2 Side

-----
You placed a Pokemon. What else would you like to do?

1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Trainer Cards
8. Pass
Player 1:
2
Would you like to attach energy to your
1. Active Pokemon
2. Bench Pokemon
1
Which Energy would you like to select?

The cards in your hand:
1. FireEnergy
2. FireEnergy
3. FireEnergy
4. FireEnergy
1

1. Attack
2. Attach Energy
3. Place an Active Pokemon
4. Place a Bench Pokemon
5. Print Board
6. Show Hand
7. Trainer Cards
8. Pass
Player 1:
1
Would you like to
1. Attack
2. Check the Energy cost?
3. Select another move?
1
Chimchar used Flame Wheel for 50 damage!
YOU HIT Lapras FOR 50!!!!
Lapras is at 0 hp!
You've Earned a prize Card!!!
Lapras was knocked out!!
Player 1 Wins!
```