# Assignment 1 – Building Pokemon card classes

## Assignment is for: El-Willio

This assignment is to create Model classes that can later be used to instantiate any Pokemon card in the current metagame. They should be extensible to allow for easy modifications to accommodate later formats. OOP and more specifically inheritance should be used to classify the cards. For example:

* Card
  + Pokemon
  + Trainer
    - Supporter
    - Item
    - Stadium
  + Energy
    - Basic
    - Special

This isn’t a complete class tree but an example on which you should base your class tree.

## Tasks

1. Research the Pokemon cards described under Resources below.
2. Make classes using the Card, Energy, Pokemon, and Trainer classes pulled from the Master branch. Use Inheritance to classify them as much as possible and most of the attributes should be fillable with other instantiated objects, such as an instantiated object for an Attack, which would in turn have a name, base damage, base damage modifier, and special effect. Of course, some of these would be “nullable”.
3. Push the changes to Master and notify me so I can pull it and check your work.

## Resources

Go to [www.pkmncards.com](http://www.pkmncards.com) to check for set lists, scans, card descriptions in text format, etc. The currently legal sets are Next Destinies (NXD) all the way to Flash Fire (FLF).