Pokémon Battler

For this project, we were tasked with creating a basic Pokémon battle simulation in which two Pokémon fight until one gets knocked out, essentially meaning they lose all their HP. The unique aspect about this game is that the speed of Pokémon depends on the attack sequence, so the higher the speed depends on who attacks first to start the game. All while the damage output is based on the said Pokémon’s attack and defensive numbers, which are included in the simulation as well. I made a Pokémon class to symbolize general traits like HP, attack, defense, and speed, like I briefly stated in the sentence prior. I also made subclasses for Pokémon, such as Charmander and Pikachu, these two are our battlers. Each Pokémon attacks according to their speed in the Stadium class's simulation of the battle, which lasts until one of the Pokémon's HP goes to zero.