Pokémon TCG

` The goal of the Pokémon Trading Card Game or better known as TCG, was a simulation project that was assigned to us and the concept was for the two players to be engaging in a strategic gaming experience. Players take turns drawing cards, playing Pokémon, attaching energy cards, and battling opponents to collect reward cards in this game aka the prize pile, which is based on the actual fundamentals of the Pokémon realm. For a player to win, you must gather all six prize cards before your opponent does.

Multiple classes needed to be implemented into the game to make gameplay easier. The primary point where I run the game is in the PokemonGameTCG.java class, which manages turn management, player setup, deck initialization, and victory criteria. The Player.java class, which controls the player's hand, prize pile, active Pokémon, and bench, represents the player. A 60-card deck that’s made up of trainer, energy, and Pokémon cards is assembled at the start of the game, and each player is dealt a starting hand of seven cards. Players are then able to use trainer cards, attack with their active Pokémon, attach energy, or play Pokémon during each round. The winning player receives a prize card after their opponent's Pokémon has been knocked out or as I put in the code fainted. The game won’t end until one player has collected all 6 prize cards from the other players deck.

Additionally, the simulation has strategic decision-making aspects such as removing active Pokémon, attaching energy, and attaching trainer cards. Pokémon can launch a primary or secondary attack during combat, which is numbers I gave out to certain cards, I made sure to make at least two cards in the deck overpowered. Additionally, by enabling reward card tracking, hand management, and victory condition verification, the Player.java class holds a majority of the actual game logic. This project was a long and gruesome task but it was well worth completing it in the end. Below are some screenshots of me actively playing in the terminal.

A screenshot of a computer

AI-generated content may be incorrect.

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