This project is to implement aspects of the Pokemon card game and make a simplified version of it playable digitally. The project is made of one class to actually host the players, create the relevant deck, hand , prize, and discard piles. There is a class of Pokémon that uses inheritance to create the moves and abilities of the other Pokémon. The same type of inheritance is used to create and use trainer cards. The how class can be controlled with an interface to make the Pokémon battle and the trainers preform various actions like to play Pokémon energy and trainer cards or attack their opponent. The game ends when one trainer takes all the others prize cards.