*Game logic (1v1):*

Every user have 6 (or less) pokemons of his choosing.

Every pokemon has 4 (or less) moves.

At the start of the game, the weather is clear, and there is no screen effect.

A single turn:

Every user choses a move (30 seconds) or to switch

The user that have a pokemon with the highest speed stat, moves first. Unless, someone is using and attack that always starts first, then he will start first.

If a user used a damaging move, it will deal an amount of damage to the opponent, according to this formula:

In addition, there are some moves that have a probability to cause an effect.

The battle finishes when one of the players fainted all his opponent’s pokemon.

**Game (1v1) check list:**a pokemon class that creates a pokemon using the pokemon database. √

A function to deal with EV spreading. √

A function that calculates the damage according to the formula above. √

A function that deals with status moves and effects. X

A game handle class. X

Single turn function with timer and conclusions. X

Choice handle (moves, switch) X

Winner check function. X