Initially, for each Pokemon i = 0, 1:

* Set cooldown[i] to 0
* Set decision[i] to None

While both Pokemon are alive:

* For each Pokemon i = 0, 1:
  + If decision[i] is None and cooldown <= 0:
    - Ask for turn decision[i]
  + If at least one turn decision is None:
    - Process the decision of the other
  + Else if both decisions are Fast Attack:
    - Process both turn decisions
    - break
  + Else if decision[i] is Fast Attack and decision[1-i] is Charged Attack:
    - Process i’s action
    - If (1-i) is still alive, process decision[1-i]
    - break
  + Else if both decisions are Charged Attack:
    - Process 0’s action
    - If 1 is still alive, process 1’s action
    - break
* Reduce both cooldown by 1