PDF document

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  The problem I went out to solve was the Poke and Itemcatalog classes in our code. These classes read a specific file (itemlist.csv, and pokelist.csv) and break each row up where the class can read each line, and define certain values to what is in the .csv files. I figured out that these classes will help define specific values we want the code to run. If we gave the player the option to choose (which we are in the process of making) it would make the game more enjoyable, and completely random.

  The specific modules' for our game is mixer from pygame, sleep from time, and csv to read .csv files.

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