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def attack(self,enemy): #dano do ataque do pokemon
    return (((2*self.lvl/5)+2)*self.satk*(self.atk/enemy.deff)/50)+2)*(rd.randrange(85,101)/100)

def deffense(self,enemy): #dano recebido pelo pokemon
    effectiveness=[0,0.5,1,2] #dano efetivo recebido pelo pokemon(de acordo com as vantagens/fraquezas)
    dmg=effectiveness[2]
    if self.type=="normal"and enemy.type=="rock": #rock Ã© resistente ao normal
        print("It's not very effective...")
        dmg=effectiveness[1]

    if self.type=="normal" and enemy.type=="ghost": #ghost Ã© imune ao normal
        print("But it failed!")
        dmg=effectiveness[0]

    if self.type=="fire" and enemy.type=="fire":
        dmg=effectiveness[1]

    if self.type=="fire"and enemy.type=="water":
        print("It's not very effective...")
        dmg=effectiveness[1]

    if self.type=="fire"and enemy.type=="rock":
        print("It's not very effective...")
        dmg=effectiveness[1]

    if self.type=="fire"and enemy.type=="dragon":
        print("It's not very effective...")
        dmg=effectiveness[1]

    if self.type=="fire"and enemy.type=="grass":
        print("It's super effective!")
        dmg=effectiveness[3]

    if self.type=="fire"and enemy.type=="ice":
        print("It's super effective!")
        dmg=effectiveness[3]

    if self.type=="fire"and enemy.type=="bug":
        print("It's super effective!")
        dmg=effectiveness[3]

    if self.type=="water"and enemy.type=="fire":
        print("It's super effective!")
        dmg=effectiveness[3]

    if self.type=="water"and enemy.type=="ground":
        print("It's super effective!")
        dmg=effectiveness[3]
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if self.type=="water"and enemy.type=="rock":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="water"and enemy.type=="water":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="water"and enemy.type=="grass":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="water"and enemy.type=="dragon":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="eletric"and enemy.type=="eletric":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="eletric"and enemy.type=="grass":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="eletric"and enemy.type=="dragon":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="eletric"and enemy.type=="water":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="eletric"and enemy.type=="flying":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="eletric"and enemy.type=="ground":
    print("But it failed!")
    dmg=effectiveness[0]

if self.type=="grass"and enemy.type=="fire":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="grass"and enemy.type=="grass":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="grass"and enemy.type=="poison":
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    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="grass"and enemy.type=="flying":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="grass"and enemy.type=="bug":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="grass"and enemy.type=="dragon":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="grass"and enemy.type=="water":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="grass"and enemy.type=="ground":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="grass"and enemy.type=="rock":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="ice"and enemy.type=="fire":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="ice"and enemy.type=="water":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="ice"and enemy.type=="ice":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="ice"and enemy.type=="grass":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="ice"and enemy.type=="flying":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="ice"and enemy.type=="ground":
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    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="ice"and enemy.type=="dragon":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="fighting"and enemy.type=="poison":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="fighting"and enemy.type=="flying":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="fighting"and enemy.type=="psychic":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="fighting"and enemy.type=="bug":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="fighting"and enemy.type=="normal":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="fighting"and enemy.type=="ice":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="fighting"and enemy.type=="rock":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="fighting"and enemy.type=="ghost":
    print("But it failed!")
    dmg=effectiveness[0]

if self.type=="poison"and enemy.type=="poison":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="poison"and enemy.type=="ground":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="poison"and enemy.type=="rock":
    print("It's not very effective...")
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    dmg=effectiveness[1]

    if self.type=="poison"and enemy.type=="ghost":
        print("It's not very effective...")
        dmg=effectiveness[1]

    if self.type=="poison"and enemy.type=="grass":
        print("It's super effective!")
        dmg=effectiveness[3]

    if self.type=="grond"and enemy.type=="grass":
        print("It's not very effective...")
        dmg=effectiveness[1]

    if self.type=="grond"and enemy.type=="bug":
        print("It's not very effective...")
        dmg=effectiveness[1]

    if self.type=="grond"and enemy.type=="fire":
        print("It's super effective!")
        dmg=effectiveness[3]

    if self.type=="ground"and enemy.type=="eletric":
        print("It's super effective!")
        dmg=effectiveness[3]

    if self.type=="ground"and enemy.type=="poison":
        print("It's super effective!")
        dmg=effectiveness[3]

    if self.type=="ground"and enemy.type=="rock":
        print("It's super effective!")
        dmg=effectiveness[3]

    if self.type=="ground"and enemy.type=="flying":
        print("But it failed!")
        dmg=effectiveness[0]

    if self.type=="flying"and enemy.type=="eletric":
        print("It's not very effective...")
        dmg=effectiveness[1]

    if self.type=="flying"and enemy.type=="rock":
        print("It's not very effective...")
        dmg=effectiveness[1]

    if self.type=="flying"and enemy.type=="grass":
        print("It's super effective!")
        dmg=effectiveness[3]
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if self.type=="flying"and enemy.type=="fighting":  
    print("It's super effective!")  
    dmg=effectiveness[3]  
  
if self.type=="flying"and enemy.type=="bug":  
    print("It's super effective!")  
    dmg=effectiveness[3]  
  
if self.type=="psychic"and enemy.type=="psychic":  
    print("It's not very effective...")  
    dmg=effectiveness[1]  
  
if self.type=="psychic"and enemy.type=="fighting":  
    print("It's super effective!")  
    dmg=effectiveness[3]  
  
if self.type=="psychic"and enemy.type=="poison":  
    print("It's super effective!")  
    dmg=effectiveness[3]  
  
if self.type=="bug"and enemy.type=="fire":  
    print("It's not very effective...")  
    dmg=effectiveness[1]  
  
if self.type=="bug"and enemy.type=="fighting":  
    print("It's not very effective...")  
    dmg=effectiveness[1]  
  
if self.type=="bug"and enemy.type=="poison":  
    print("It's not very effective...")  
    dmg=effectiveness[1]  
  
if self.type=="bug"and enemy.type=="flying":  
    print("It's not very effective...")  
    dmg=effectiveness[1]  
  
if self.type=="bug"and enemy.type=="ghost":  
    print("It's not very effective...")  
    dmg=effectiveness[1]  
  
if self.type=="bug"and enemy.type=="grass":  
    print("It's super effective!")  
    dmg=effectiveness[3]  
  
if self.type=="bug"and enemy.type=="psychic":  
    print("It's super effective!")  
    dmg=effectiveness[3]
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if self.type=="rock"and enemy.type=="fighting":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="rock"and enemy.type=="ground":
    print("It's not very effective...")
    dmg=effectiveness[1]

if self.type=="rock"and enemy.type=="fire":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="rock"and enemy.type=="ice":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="rock"and enemy.type=="flying":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="rock"and enemy.type=="bug":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="ghost"and enemy.type=="psychic":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="ghost"and enemy.type=="ghost":
    print("It's super effective!")
    dmg=effectiveness[3]

if self.type=="ghost"and enemy.type=="normal":
    print("But it failed!")
    dmg=effectiveness[0]

if self.type=="dragon"and enemy.type=="dragon":
    print("It's super effective!")
    dmg=effectiveness[3]

return enemy.hp - self.attack(enemy)*dmg ##preciso melhorar a implementa  o, mas essa   a ideia
#agr ja era fion.
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