```
import random as rd
#tipos de pokemon
Tipos=["Normal","Fire","Water","Eletric","Grass","Ice","Fighting","Poison","Ground","Flying","Psychic","Bug","Ghost","Rock","D
ragon"]

#Todos os pokemons do jogo
pokemondata={"bulbasaur":{"type":"grass",
                                    "hp":45,
                                    "atk":49,
                                    "deff":49,
                                    "spd":40,
                                    "satk":40},
        "charmander":{"type":"fire",
                                    "hp":49,
                                    "atk":52,
                                    "deff":43,
                                    "spd":65,
                                    "satk":40},
        "squirtle":{"type":"water",
                    "hp":44,
                "atk":50,
                                "deff":65,
                                "spd":43,
                                "satk":40},
        "caterpie":{"type":"bug",
                    "hp":45,
                                "atk":30,
                                "deff":35,
                                "spd":45,
                                "satk":40},
        "pidgey":{"type":"flying",
                    "hp":40,
                                "atk":45,
                                "deff":40,
                                "spd":56,
                                "satk":40},
        "pichu":{"type":"eletric",
                  "hp":20,
                                "atk":40,
                                "deff":15,
                                "spd":60,
                                "satk":40},
        "abra":{"type":"psychic",
                    "hp":25,
                                "atk":105,
                                "deff":55,
                                "spd":90,
                                "satk":40},
        "machop":{"type":"fighting",
```

```
                "hp":70,
                            "atk":80,
                            "deff":50,
                            "spd":35,
                            "satk":40},
        "gastly":{"type":"ghost",
                "hp":30,
                            "atk":100,
                            "deff":35,
                            "spd":80,
                            "satk":40},
        "grimer":{"type":"poison",
                "hp":80,
                            "atk":80,
                            "def":50,
                            "spd":25,
                            "satk":40},
        "rhyhorn":{"type":"rock",
                "hp":80,
                            "atk":85,
                            "deff":95,
                            "spd":25,
                            "satk":50},
        "dratini":{"type":"dragon",
                "hp":41,
                            "atk":64,
                            "deff":50,
                            "spd":50,
                            "satk":40},
        "bergmite":{"type":"ice",
                "hp":55,
                            "atk":69,
                            "deff":85,
                            "spd":28,
                            "satk":55},
        "sandile":{"type":"ground",
                "hp":50,
                            "atk":72,
                            "deff":35,
                            "spd":65,
                            "satk":40},
        "meowth":{"type":"normal",
                "hp":40,
                            "atk":45,
                            "deff":40,
                            "spd":90,
                            "satk":40}}
```

```
class Pokemon:
    #classe para pokemons

    def __init__(self,pokemon,lvl):
        self.type=pokemon["type"] #tipo do pokemon
        self.lvl=lvl #lvl do pokemon
        self.hp=(((2*pokemon["hp"]+rd.randrange(1,32)+(50/4))*lvl)/100)+lvl+10 #vida atual do pokemon
        self.atk=(((2*pokemon["atk"]+rd.randrange(1,32)+(50/4))*lvl)/100)+5 #ataque atual do pokemon
        self.deff=(((2*pokemon["deff"]+rd.randrange(1,32)+(50/4))*lvl)/100)+5 #defesa atual do pokemon
        self.spd=(((2*pokemon["spd"]+rd.randrange(1,32)+(50/4))*lvl)/100)+5 #velocidade atual do pokemon
        self.satk=pokemon["satk"]
        self.exp=0
        self.atributes="Type:{}\nLevel:{}\nHp:{}\nAttack:{}\nDeffense:{}\nSpeed:{}\n".format((self.type).capitalize(),self.lvl
,self.hp,self.atk,self.deff,self.spd)


    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 lvlup(self):
        if self.exp==25:
            self.lvl+=1
            print("Seu pokemon passou para o lvl{}".format(self.lvl))
        if self.exp==50:
            self.lvl+=1
            print("Seu pokemon passou para o lvl{}".format(self.lvl))
        if self.exp==75:
            self.lvl+=1
            print("Seu pokemon passou para o lvl{}".format(self.lvl))
        if self.exp==100:
            self.lvl+=1
            print("Seu pokemon passou para o lvl{}".format(self.lvl))
        if self.exp==125:
            self.lvl+=1
            print("Seu pokemon passou para o lvl{}".format(self.lvl))
        if self.exp==150:
            self.lvl+=1
            print("Seu pokemon passou para o lvl{}".format(self.lvl))
        if self.exp==175:
            self.lvl+=1
            print("Seu pokemon passou para o lvl{}".format(self.lvl))
        if self.exp==200:
            self.lvl+=1
            print("Seu pokemon passou para o lvl{}".format(self.lvl))
        if self.exp==225:
            self.lvl+=1
            print("Seu pokemon passou para o lvl{}".format(self.lvl))
        return self.lvl
```

```
# class Player:
#     #Classe do player

#     def __init__(self,pokemon):
#         self.pokemon1=


#     def capture(self,pokemon):
```

```
#Status iguias,se eles atacarem juntos a batalha nao fosse em turnos,eles morreriam ao msm tempo
import time
import sys

def delay_print(s):
    for c in s:
        sys.stdout.write( '%s' % c )
        sys.stdout.flush()
        time.sleep(0.01)
ok=True
while ok:
    a=input("passear (0) ou dormir (1): ")
    Charmanderplayer=Pokemon(pokemondata["charmander"],2)
    if a=="1":
        break
    if a=="0":
        lvlfloor1=rd.randrange(1,11)
        po,atributos=rd.choice(list(pokemondata.items()))
        enemy=Pokemon(pokemondata[po],1)
        mensagem="A wild pokemon appears....\nIt's a {} LvL:{}\n "
        vowals=["a","e","i","o","u"]
        if po[0] in vowals:
            mensagem="A wild pokemon appears....\nIt's an {} Lvl:{}\n "
        delay_print(mensagem.format(po.capitalize(),1))
        while Charmanderplayer.hp>0 and enemy.hp>0:
            acao=input("atacar:0\ncorrer:1\n    ")
            if acao=="1":
                delay_print("Voce correu...\n")
                break
            elif acao=="0" and Charmanderplayer.spd>enemy.spd:
                enemy.hp=enemy.hp-Charmanderplayer.attack(enemy)
```

```
                delay_print("sua vida:{} vida do inimigo:{}\n".format(int(Charmanderplayer.hp),int(enemy.hp)))
                if Charmanderplayer.hp>0 and enemy.hp>0:
                    Charmanderplayer.hp+=-enemy.attack(Charmanderplayer)
                    delay_print("sua vida:{} vida do inimigo:{}\n".format(int(Charmanderplayer.hp),int(enemy.hp)))
                if enemy.hp<=0:
                    delay_print("Voce venceu!!\n")
                    Charmanderplayer.exp+=50
                    Charmanderplayer.lvlup()

                elif Charmanderplayer.hp<=0:
                    delay_print("Vc perdeu...\n")
            elif acao=="0" and Charmanderplayer.spd<enemy.spd:
                Charmanderplayer.hp+=-enemy.attack(Charmanderplayer)
                delay_print("sua vida:{} vida do inimigo:{}\n".format(int(Charmanderplayer.hp),int(enemy.hp)))
                if Charmanderplayer.hp>0 and enemy.hp>0:
                    enemy.hp=enemy.hp-Charmanderplayer.attack(enemy)
                    delay_print("sua vida:{} vida do inimigo:{}\n".format(int(Charmanderplayer.hp),int(enemy.hp)))
                if enemy.hp<=0:
                    delau_print("Voce venceu!!\n")
                    Charmanderplayer.exp+=50
                    Charmanderplayer.lvlup()

                elif Charmanderplayer.hp<=0:
                    delay_print("Vc perdeu...\n")

            else:
                print("Digite um comando vÃ¡lido ")  #caso o usuario insira um numero errado
    else:
        print("Digite um comando vÃ¡lido ")
#         return ""
```