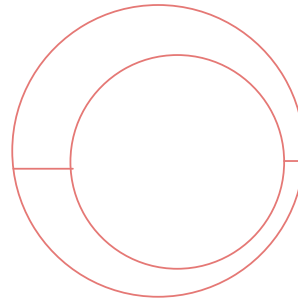
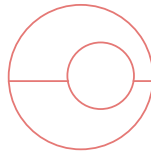


$$x_1 = \frac{Att}{2}$$

$$x_2 = \frac{Att}{2} + Att$$



```
// Draw a Pokeball with SVG! Writing SVG code is exactly like writing HTML code

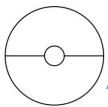
html`
<svg width=120 height=120>
  <circle cx=60 cy=60 r=50 stroke='black' fill='none' /> <!-- outer circle -->
  <circle cx=60 cy=60 r=10 stroke='black' fill='none' /> <!-- inner circle -->
  <line x1=10 x2=50 y1=60 y2=60 stroke='black' /> <!-- left horizontal bar -->
  <line x1=70 x2=110 y1=60 y2=60 stroke='black' /> <!-- right horizontal bar -->
</svg>
```

Att: $x_2 - x_1$

Def: $x_2 - x_1$

$$x_1 = \frac{Def}{2}$$

$$x_2 = \frac{Def}{2} + Def$$



$$x_{outer} = \left(\frac{Att + Def}{2} \right) \times 1.5$$

$$x_{inner} = \frac{x_1 \text{ right} - x_2 \text{ left}}{2}$$

```
// Draw a Pokeball with SVG! Writing SVG code is exactly like writing HTML code
```

```
html`
<svg width=120 height=120>
  <circle cx=60 cy=60 r=50 stroke='black' fill='none' /> <!-- outer circle -->
  <circle cx=60 cy=60 r=10 stroke='black' fill='none' /> <!-- inner circle -->
  <line x1=10 x2=50 y1=60 y2=60 stroke='black' /> <!-- left horizontal bar -->
  <line x1=70 x2=110 y1=60 y2=60 stroke='black' /> <!-- right horizontal bar -->
</svg>
```

$x_2 \text{ left} - x_1 \text{ left} = Att$

$x_2 \text{ right} - x_1 \text{ right} = Def$

$x_1 \text{ right} = CatchRate \times x_2$

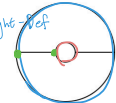
3 $x_1 \text{ left} = CatchRate - Att$ $x_2 \text{ left} = CatchRate$ Experience

CatchRate - Visitor

6 $x_1 \text{ right} = x_2 \text{ right} - Def$

$x_1 \text{ left} + Att$

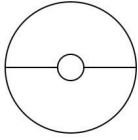
5 $x_2 \text{ right} = CatchRate + Visitor$



```
// Draw a Pokeball with SVG! Writing SVG code is exactly like writing HTML code
```

```
html`
<svg width=120 height=120>
  <circle cx=60 cy=60 r=50 stroke='black' fill='none' /> <!-- outer circle -->
  <circle cx=60 cy=60 r=10 stroke='black' fill='none' /> <!-- inner circle -->
  <line x1=10 x2=50 y1=60 y2=60 stroke='black' /> <!-- left horizontal bar -->
  <line x1=70 x2=110 y1=60 y2=60 stroke='black' /> <!-- right horizontal bar -->
</svg>
```

左邊起始位置 終點位置



* Cy 皆为 Experience

```
<circle cx=60 cy=60 r=50 stroke='black' fill='none' /> <!-- outer circle -->
```

① CatchRate

② $V_{otter} = \left(\frac{Att + Def}{2} \right) \times 1.5$

```
<circle cx=60 cy=60 r=10 stroke='black' fill='none' /> <!-- inner circle -->
```

③ $CX_{inner} = \frac{left X_2 + right X_1}{2}$

④ $V_{inner} = \frac{right X_1 - left X_2}{2}$

```
<line x1=10 x2=50 y1=60 y2=60 stroke='black' /> <!-- left horizontal bar -->
```

⑤ $left X_1 = CatchRate - V_{otter}$

⑥ $left X_2 = left X_1 + Att$

```
<line x1=70 x2=110 y1=60 y2=60 stroke='black' /> <!-- right horizontal bar -->
```

⑦ $right X_2 = CatchRate + V_{otter}$

⑧ $right X_1 = right X_2 - Def$