

# Java project : Pokedeck

This report will presents the features of our version of the Pokedeck, made in Java.

## Presentation

A Pokedeck represents a deck of Pokemon cards, and for this project we implemented the concept of Pokedeck in the form of a software, that allows a player to manage his own pokemon cards.

## Features

First, the player need to give his name to get a collection and after that the game is going to ask him if he got friends with him. He can put their names, but only the first player can have a collection in this version of our Pokedeck.

The main menu of the game allow the player to make a choice between the card creation, the consultation of his collection and a research by criteria. He can also quit the game.

You can create 3 types of cards :

- Pokemon
- Trainer
- Energy

Each of them have different informations, and you can display them in the game after consulting the collection or making a research by criteria.\*

The modification of cards is not available in this version of the Pokedeck, but you can consult the information of the selected card, or delete it.