Pokemon battle sim , It is a very big eclipse java file.

[Pokemon Battle sim Java edition.zip](https://drive.google.com/file/d/111HgeH86VtBtYAw_WHD5PoPg4R0cO7If/view?usp=sharing)

Pokemon battle sim java documentation

This is a text-based pokemon battle simulator that is similar to the well known pokemon simulator pokemon showdown.

Here I am going to do my best to write out documentation and describe what this program does and how it does it.

**Files:**

**Text Files:**

There are four text files in the project folder. Java.txt and javra.txt were test files that are no longer used by the program. However they are not used at the moment. Javawinners.txt and javalosers.txt are where the names of the winners and losers are stored

There is code in the program to write the names of the players in these files and the best part is that they are appended and the previous information is saved.

**Sound Files:**

There are about 50 sound files present in this program. They are move effects, battle themes, sound effects, and the pokemon’s cries. They are in the .wav format. This makes it possible for the program to play them. They are included in the source files.

**Classes:**

**Public class userlanguage extends Thread:**

This is the starting class. It is the main class. The thread is used to play music. This class contains volatile variables (that change in both threads) to determine when the songs play and stop. It is also where the while loop for the pokemon battle function is located. There are more detailed comments in the code, although it may get messy at times.

**Public class intro:**

This is where the intro credits are played. (it goes to a function in the introtune class.)

**Public class introtune:**

This class starts a thread that plays the platinum intro theme so that the theme is played at the same time as the credits

**Public class soundeffects:**

This class starts a thread that plays all sound effects (except victory theme, battletheme, end credits, and intro credits) so that the theme is played at the same time as the credits

**public class battlesequence**

This is where the pokemon battles take place and the moves and status conditions are given here

**Public class move:**

This is the blueprint for a move object that contains accuracy, type, whether it is physical or special and others

**Public class pokemon:**

This is the blueprint for a move object that contains ability, type(s) , and others (there are a lot in this one ) there are also getter variables that get the qualities mentioned.

**Public class endcredits :**

This is where the credits play.

**Public class endtune:**

A thread is started to play the end credits