JAVA Pokemon Game Learning Evidence Process:
By: Kent Paulo R. Delgado

[System] Runs the Program

- [Ascii] Ascii Art "Pokemon Legends & Charizard"
- [System] Asks the user to Start the Game by Pressing "START"
- [System] Asks the user if he wants to make a [1] new game or [2] view the options\
  o If user inputs [1] – starts the game
  o If user inputs [2] – goes to the option panel
- [Type] The game starts and it prompts the Typewriter method from above
- [Ascii] Ascii Art "Dragonite"
- [Type] Prompts the Typewriter method from above
- [System] Asks the user if he/she is a boy/girl
- [System] After input, system gives the user 4 options:
  o [1] Input his/her name, [2-4] System made names
  o If user inputs other than above, it sets the name to "no name"
- [System]Confirms the user if that is his/her name,
  o If yes story continues,
  o If no loops back to asking if she/he is a boy or girl.
- [Type] Story
- [Ascii] Pokemon Legends League
- [Type] Story
- [Ascii] Arceus
- [Type] Story
- [System] Asks if the user is up for the challenge, y/n
  o If user inputs Yes, story continues
  o If user inputs No, system convinces the user to accept challenge
  o If user input none of the above, it loops back to the question, asking the user if he/she is
    up for the challenge.
- [Type] Story
- [Ascii] List of 252 Pokemons
- [System] Lets the user input the 6 Pokemons she/he wants
  o If user inputted same Pokemon in the list, it prints that "Pokemon has been inputted
    before
  o If user inputted Pokemon outside the list, it prints "invalid input" and system lets u input
    again from that pokemon number
- [Type] Summarizes all the Pokemon chosen
- [Ascii] Pokemon Types
- [System] Lets the user input the 6 chosen Pokemon's elements
  o If user inputted Pokemon element outside the list, it prints "invalid input" and system lets
    user input again from that pokemon
- [System] Asks if he/she wants to make change in his/her Pokemon Roster
  o If user inputted Yes, it loops back to the choosing of 6 Pokemons
  o If user inputted No, Story Continues
  o If user inputted beyond the choices, it loops back to the choosing of 6 Pokemons
- [System] prints the Final Pokemon roster with their chosen Pokemon types
- [Type] Story

- [Ascii] Woboffet
- [Type] Story
- [Ascii] Pokemon Legends League
- [Type] Whole Character Introduction
- [System] Prints the Quarterfinal Matchups

Battle vs Lysandre

- [Battle] Starts the Quarterfinals Match vs Lysandre
- [Battle] Lets the user pick from his/her chosen Pokemons
    o If user chooses correctly, System continues the game
    o If user inputted incorrect pokemon, it repeats the picking loop
- [Battle] Battle continues and Lets user choose from 3 choices
    o [1] Attack [2] Potion [3] Run
    o If user chooses [1] Attack – It gives the user 3 moves from the certain Pokemon types chosen for each Pokemon (Each Pokemon Type has different Pokemon Moves)
    o If user chooses [2] Potion – user heals Pokemon by 10 hp
    o If user chooses [3] Run – user receives message that he/she can't run from the league
- [Battle] In every battle
    o If user or enemy Pokemon losses, user or enemy can change their Pokemon
        ▪ If all enemy Pokemon gets defeated, story continues
        ▪ If all user Pokemon gets defeated, it loops back at the start of battle
    o If 1 match ended, user needs to input and choose pokemon again
        ▪ If user chooses correctly, System continues the game
        ▪ If user inputted incorrect pokemon, it repeats the picking loop
    o If user wins the match, declares that you won
- [Battle] If you won, system announces that you won and moves to the next part of the match: Semi-finals.

Battle vs Cynthia

- [Battle] Starts the Semi-finals Match vs Cynthia
- [Battle] Lets the user pick from his/her chosen Pokemons
    o If user chooses correctly, System continues the game
    o If user inputted incorrect pokemon, it repeats the picking loop
- [Battle] Battle continues and Lets user choose from 3 choices
    o [1] Attack [2] Potion [3] Run
    o If user chooses [1] Attack – It gives the user 3 moves from the certain Pokemon types chosen for each Pokemon (Each Pokemon Type has different Pokemon Moves)
    o If user chooses [2] Potion – user heals Pokemon by 10 hp
    o If user chooses [3] Run – user receives message that he/she can't run from the league
- [Battle] In every battle
    o If user or enemy Pokemon losses, user or enemy can change their Pokemon
        ▪ If all enemy Pokemon gets defeated, story continues
        ▪ If all user Pokemon gets defeated, it loops back at the start of battle
    o If 1 match ended, user needs to input and choose pokemon again
        ▪ If user chooses correctly, System continues the game
        ▪ If user inputted incorrect pokemon, it repeats the picking loop
    o If user wins the match, declares that you won

- [Battle] If you won, system announces that you won and moves to the next part of the match: Final 4.

Battle vs Tobias

- [Battle] Starts the Final 4 Match vs Tobias
- [Battle] Lets the user pick from his/her chosen Pokemons
    - If user chooses correctly, System continues the game
    - If user inputted incorrect pokemon, it repeats the picking loop
- [Battle] Battle continues and Lets user choose from 3 choices
    - [1] Attack [2] Potion [3] Run
    - If user chooses [1] Attack – It gives the user 3 moves from the certain Pokemon types chosen for each Pokemon (Each Pokemon Type has different Pokemon Moves)
    - If user chooses [2] Potion – user heals Pokemon by 10 hp
    - If user chooses [3] Run – user receives message that he/she can't run from the league
- [Battle] In every battle
    - If user or enemy Pokemon losses, user or enemy can change their Pokemon
        - If all enemy Pokemon gets defeated, story continues
        - If all user Pokemon gets defeated, it loops back at the start of battle
    - If 1 match ended, user needs to input and choose pokemon again
        - If user chooses correctly, System continues the game
        - If user inputted incorrect pokemon, it repeats the picking loop
    - If user wins the match, declares that you won
- [Battle] If you won, system announces that you won and moves to the next part of the match: Finals.

Battle vs Ash

- [Battle] Starts the Finals Match vs Tobias
- [Battle] Lets the user pick from his/her chosen Pokemons
    - If user chooses correctly, System continues the game
    - If user inputted incorrect pokemon, it repeats the picking loop
- [Battle] Battle continues and Lets user choose from 3 choices
    - [1] Attack [2] Potion [3] Run
    - If user chooses [1] Attack – It gives the user 3 moves from the certain Pokemon types chosen for each Pokemon (Each Pokemon Type has different Pokemon Moves)
    - If user chooses [2] Potion – user heals Pokemon by 10 hp
    - If user chooses [3] Run – user receives message that he/she can't run from the league
- [Battle] In every battle
    - If user or enemy Pokemon losses, user or enemy can change their Pokemon
        - If all enemy Pokemon gets defeated, story continues
        - If all user Pokemon gets defeated, it loops back at the start of battle
    - If 1 match ended, user needs to input and choose pokemon again
        - If user chooses correctly, System continues the game
        - If user inputted incorrect pokemon, it repeats the picking loop
    - If user wins the match, declares that you won
- [Battle] If you won, system announces that you won and declares you as the new Champion of all Champions!
- [System] Declares user as the champion

- [Type] declaration of winners
- [Ascii] Woboffet
- [Type] Giving of trophy and champion badge
- [Ascii] Pokemon Legends League badge
- [Type] Changing and Plot twist
- [Ascii] Arceus
- [Type] Story
- [System] Asks if you wanna challenge Arceus
    - If user chooses Yes, Starts Battle with Arceus
    - If user chooses No, no other choice but fight him
    - If user chooses Beyond the choices, no other choice but to fight him.

Battle vs Arceus

- [Battle] Starts the Legendary battle vs Arceus
- [Battle] Lets the user pick from his/her chosen Pokemons
    - If user chooses correctly, System continues the game
    - If user inputted incorrect pokemon, it repeats the picking loop
- [Battle] Battle continues and Lets user choose from 3 choices
    - [1] Attack [2] Potion [3] Run
    - If user chooses [1] Attack – It gives the user 3 moves from the certain Pokemon types chosen for each Pokemon (Each Pokemon Type has different Pokemon Moves)
    - If user chooses [2] Potion – user heals Pokemon by 10 hp
    - If user chooses [3] Run – user receives message that he/she can't run from the league
- [Battle] In every battle
    - If user or enemy Pokemon losses, user or enemy can change their Pokemon
        - If all enemy Pokemon gets defeated, story continues
        - If all user Pokemon gets defeated, it loops back at the start of battle
    - If 1 match ended, user needs to input and choose pokemon again
        - If user chooses correctly, System continues the game
        - If user inputted incorrect pokemon, it repeats the picking loop
    - If user wins the match, declares that you won
- [Battle] If you won, system announces that you won and declares you as the Person who beat Arceus, The strongest pokemon and the creator of all Pokemon
- [Type] Story
- [Ascii] Arceus
- [Type] Story
- [Ascii] Pokemon Legends and Charizard
- [Type] Ending