

Project
<Pokemon>

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Introduction

Pokemon is a beloved game from my childhood, and many other kids that were born in the 90's. It's a game that encourages exploring and being free to do whatever you want whenever you want. It also lets you battle it out against other Pokemon Trainers, just like yourself.

In my version of this beloved game you find yourself awake in the morning, as today is the day that you will choose your first Pokemon and battle it out against your first trainer.

Description

Lines: 200+, Variables: 10, Many different Methods.

Took around one week, and it was not hard as your class really helped in the Process.

Version 1 :

This is where the template you provided was used.

Version 2:

This is where I programmed in the Main Menu.

Version 3:

Creating the first part of the story.

Version 4:

Creating the Pokemon.

Version 5:

Programming the NPC to choose their Pokemon.

Version 6:

Programming the user Battle.

Version 7:

NPC random battle.

Version 8:

Creating the How To Play.

Version 9:

The finished, final project.

**Cross
Referen
ce for
Project
1**

**You are
to fill-in
with
where
located
in code**

Chapter	Section	Topic	Where Line #'s	Pts	
2	2	cout	49		
	3	libraries	9-12	8	iostream, iomanip, cr
	4	variables/literals	29		No variables in globa
	5	Identifiers	36		
	6	Integers	36	3	
	7	Characters	32	3	
	8	Strings	52	3	
	9	Floats No Doubles		3	Using doubles will fa

	10	Bools	177	4	
	11	Sizeof *****			
	12	Variables 7 characters or less Scope ***** No Global	29		All variables <= 7 ch
	13	Variables			
	14	Arithmetic operators	24		
	15	Comments 20%+	Thru out	5	Model as pseudo cod All Local, only Conv area
	16	Named Constants Programming Style *****			
	17	Emulate			Emulate style in bool
3	1	cin	45		
	2	Math Expression	131		
	3	Mixing data types *****			
	4	Overflow/Underflow *****			
	5	Type Casting	26	4	
	6	Multiple assignment *****			
	7	Formatting output	39	4	
	8	Strings	52	3	
	9	Math Library	10	4	All libraries included
	10	Hand tracing *****			
4	1	Relational Operators	48		
	2	if	60	4	Independent if
	4	If-else	148	4	
	5	Nesting	74	4	
	6	If-else-if	140	4	
	7	Flags *****			
	8	Logical operators	135	4	
	11	Validating user input	145	4	
	13	Conditional Operator	177	4	

	14	Switch	47	4	
5	1	Increment/Decrement	131	4	
	2	While	156	4	
	5	Do-while	156	4	
	6	For loop		4	
	11	Files input/output both	152	8	
	12	No breaks in loops *****			Failed Project if inclu

Not required to show			Total	100	