

Now we have all the pieces in place, and two PokemonTrainers fully equipped to battle. Great job so far! Time to finish the game.

The key here is making the game work really well, testing for robustness so you can't break the game, and handling edge cases. Make sure you can handle cases when users give incorrect input. Make sure you're not allowing PokemonTrainers to have too many Pokemon, you're not allowing Pokemon to have too many Moves, etc.

Finishing up the simulation:

- A PokemonTrainer can only have one active Pokemon at a time.
- When the active Pokemon faints, the PokemonTrainer will use their next Pokemon.
- When all of a PokemonTrainer's Pokemon have fainted, the game is over.
- Allow each PokemonTrainer to take turns choosing a Move for their current Pokemon to use on the opponent Pokemon until one PokemonTrainer loses.