**Assignments:**

**Montecillo**

**Coding and Flowcharting (Minor)**

**Panugan**

**Reyes**

**Arellano**

**Flowcharting**

**Pastrana**

Progress Record:

Week 9 day 1

* Creating flowchart (scratch paper)
* Making source code of battle module
* Importing Characters from Original Pokémon game
* Raw data
* Balancing of Characters (reworking. Self-made stats, more simple)
* P

Group members: Montecillo, Carl

Reyes, Ethan

Panugan, Van Phillip

Pastrana, Meline

Arellano, Genevieve

Title: **Pokémon Battle in Python!**

Pokémon Battle programmed in Python is a turn based battle system type of game that includes some basic attributes such as agility, strength and defense, and health. Python, the programming language used, is an interpreted high-level programming language for general-design programming. Discovered by Guido van Rossum, a Dutch programmer. It was first released in 1991, Python has a design that emphasizes code readability. It provides designs that enable clear programming on both small and large scales. Pokémon is a media franchise managed by the Pokémon Company that is one of the most famous animated series based on a video game. This media franchise inspired this turn base combat simulator. This type of game allows the user and computer to take turns selecting moves to use against each other. The goal of this game is to win without losing health, and ends when the health reaches to 0. There can only be one winner in this game.

**Playing the game**

The game will feature a turn based-system type of game. A turn-based strategy (TBS)game is a strategy game (usually some type of war game, especially a strategic-level war game) where players take turns when playing. This is distinguished from real time strategy, in which all players play simultaneously. In our game, the goal is to diminish the opponent’s health points (HP) to zero using given actions. Each type of action can either yield more damage, less damage, or normal unscaled damage, depending on the type of opponent. There is also a probability that an action may miss upon execution.

**Requirement/s**

For the requirements of the game, the user will need to choose a character for the battle. It is also required that an action be chosen in each turn. The character that the computer will use will be predetermined, and the actions that it will use will be random. The user would need a keyboard to play the game.