

MILESTONE 1

Kelompok: Hidroponiksukses

Kelas: K02

List Anggota Kelompok:

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PROGRESS

1. COMPLETED TASKS

No	Task	Penanggung Jawab (NIM)
1.	Variabel <i>dynamic</i> dan fakta-fakta pokemon	13524074
2.	Output ASCII art	13524074
3.	Help	13524074
4.	Main menu	13524074
5.	Player variabel dan rules	13524074
6.	Pembuatan map	13524074

2. ONGOING TASKS

No	Task	Penanggung Jawab (NIM)
1.	Alur Battle	13524096
2.	POKeCENTER	13524110
3.	Inventory & Item Drop	13524122

3. UNSTARTED TASKS

No	Task	Penanggung Jawab (NIM)
1.	Interaction Map	13524110
2.	End Game	13524030
3.	Side Quest	13524030

RANCANGAN FAKTA

No	Fakta	Deskripsi (jika ada)
1.	:- dynamic(inventory/1). :- dynamic(legendary/1). :- dynamic(jml_inventory/1). :- dynamic(playerPos/2). :- dynamic(base_stats/4). :- dynamic(poke_stats/5). :- dynamic(posisiPokemon/3). :- dynamic(battleNow/1). :- dynamic(curr_health/2). :- dynamic(isOnPoke/1). :- dynamic(isBattle/1). :- dynamic(level/4). :- dynamic(skill/5). :- dynamic(health/2).	Variabel yang berubah-ubah seiring permainan.
2.	pokemon(36, pidgey, common). pokemon(74, articuno, legendary). pokemon(84, pikachu, rare). pokemon(131, mewtwo, legendary). pokemon(132, snorlax, epic). pokemon(169, geodude, rare). pokemon(176, charmander, common). pokemon(177, squirtle, common). pokemon(178, charmeleon, common). pokemon(179, wartortle, common).	List Pokemon pokemon(ID, Nama_pokemon, Rarity)
3.	type(flying, pidgey). type(ice, articuno). type(electric, pikachu).	Tipe Pokemon type(Type, Nama_pokemon)

	type(normal, snorlax). type(rock, geodude). type(fire, charmander). type(water, squirtle). type(fire, charmeleon). type(water, wartortle). type(psychic, mewtwo).	
4.	starter(pidghey). starter(charmander). starter(squirtle).	Pokemon Starter
5.	legendary(articuno). legendary(mewtwo).	Pokemon Legendary
6.	base_stats(30, 14, 10, pidghey). base_stats(60, 28, 35, articuno). base_stats(30, 16, 10, pikachu). base_stats(70, 30, 20, snorlax). base_stats(30, 20, 25, geodude). base_stats(35, 15, 10, charmander). base_stats(40, 12, 15, squirtle). base_stats(35, 15, 10, charmeleon). base_stats(40, 12, 15, wartortle). base_stats(250, 300, 250, wartortle).	Base Stats Pokemon base_stats(HP, ATK, DEF, Nama_pokemon)
7.	level(5,pidghey,0, 0). level(5,charmander,0, 0). level(5,squirtle,0, 0).	Level pokemon level(Level, Nama_pokemon, Slot_Inventory, EXP_Counter)
8.	superEffective(fire, ice). superEffective(water, fire). superEffective(water, rock). superEffective(rock, fire). superEffective(rock, flying). superEffective(rock, ice). superEffective(ice, flying). notEffective(fire, water). notEffective(fire, rock). notEffective(fire, fire).	Modifier Type Damage superEffective(T1,T2): T1 is super effective against T2 notEffective(T1,T2): T1 is not too effective against T2

	notEffective(water, electric). notEffective(water, water). notEffective(electric, electric). notEffective(electric, rock). notEffective(flying, electric). notEffective(flying, rock). notEffective(flying, ice). notEffective(rock, water). notEffective(rock, rock). notEffective(ice, fire). notEffective(ice, rock). notEffective(ice, water). notEffective(ice, ice). notEffective(normal, rock).	
9.	skill(tackle, normal, 35, none, 0). skill(scratch, normal, 35, none, 0). skill(ember, fire, 40, burn3, 10). skill(water_gun, water, 40, none, 0). skill(gust, flying, 30, none, 0). skill(fire_spin, fire, 35, burn5, 100). skill(bubble, water, 30, atk_down, 10). skill(thunder_shock, electric, 40, paralyze, 10). skill(quick_attack, normal, 30, atk_first, 100). skill(rock_throw, rock, 50, none, 0). skill(rest, normal, 0, rest_heal, 100). skill(ice_shard, ice, 40, atk_first, 100). skill(psychic_blast, psychic, 200, confused, 20). skill(mind_shock, psychic, 300, area).	Skill skill>Nama_skill, Type, Power, Ability, Ability_chance)
10.	rarity(common, 20, 10, 40). rarity(rare, 30, 20, 30). rarity(epic, 40, 30, 25). rarity(legendary, 50, 40, 20).	Rarity Pokemon rarity(Rarity, BaseEXP, BaseEXPGiven, CatchRate)

RANCANGAN RULE

No	Rule	Deskripsi
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1.	<pre> startgame(X) :- step(X), wait_enter, X1 is X + 1, (X1 <= 10 -> startgame(X1); true). </pre>	startgame: initiating sequences of game intro
2.	<pre> step(0) :- nl. step(1) :- oak, nl, nl, write(' Hello there welcome to the World of POKEMON!'). step(2) :- write(' My name is OAK'). step(3) :- write(' People call me the POKEMON PROF!'). step(4) :- pikachu, nl, nl, write(' This world is inhabited by creatures called POKEMON!'). step(5) :- write(' For some people POKEMON are pets.'). step(6) :- write(' Others use them for fights.'). step(7) :- write(' Myself...'). step(8) :- write(' I study POKEMON as a profession.'). step(9) :- set_name, wait_enter. step(10) :- starter_pokemon, init_map(17,32). </pre>	Step: Sequences
3.	<pre> /* kondisi: gamestarted */ start:- init, write('Game already started'),!. /* kondisi: game not started */ start:- \+init, assertz(init), asserta(turn(20)), assertz(player(ash, 0, 0, 0, 0, 0, 0)), title, created_by, startgame(0). </pre>	Start Game
4.	<pre> update_name(NewName):- player(_, Poke1, Poke2, Poke3, Poke4, X_pos, Y_pos), retract(player(_, Poke1, Poke2, Poke3, Poke4, X_pos, Y_pos)), assertz(player(NewName, Poke1, Poke2, Poke3, Poke4, X_pos, Y_pos)). </pre>	Update Name
5.	<pre> print_name:- player(Name, _, _, _, _, _), write(Name). </pre>	Print Name
6.	<pre> wait_enter :- get_char(_), nl. </pre>	Enter to Continue
7.	<pre> set_name:- red, nl, nl, write(' First, what is your name?'), nl, read(X), nl, update_name(X), write(' Right! So your name is '), print_name, write('!'), nl. </pre>	Input Name
8.	<pre> starter_pokemon:- write(' Choose your starter POKEMON. '), print_name, write('!'), nl, chooseStarter. </pre>	Choose Starter Pokemon