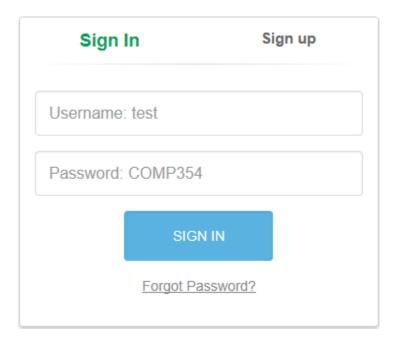
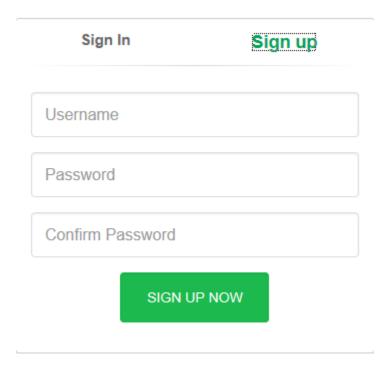
## Sign In:



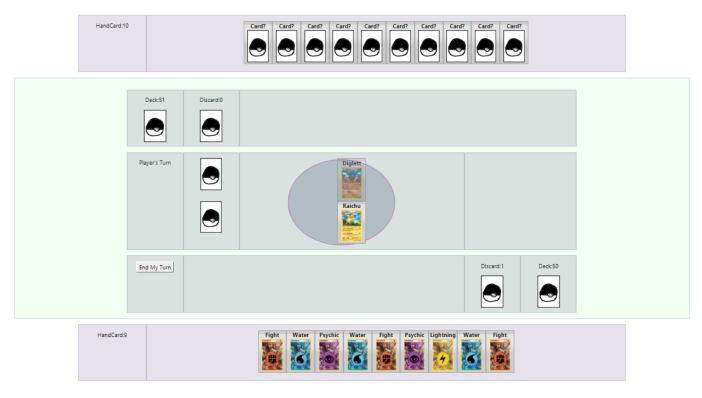
Here where you can sign in to your existing account; Username and Password are required to sign in to your account. Moreover, you can hit the "Forgot Password?" if you don't remember your password, otherwise just hit the "SIGN IN" button and enjoy the game!

# Sign up:



If it is your first time here, i.e. you don't have an account yet, then you can easily pick a username and a password and press "SIGN IN NOW" to get into the game!

## **The Playing Field:**



This is where the game takes place! the lower part is your field, whereas the upper part is your opponent's field; both fields have same look and same sub-parts (each is shown below).

#### The Deck:



Here is where you draw and search for cards (initially there is 60 cards in the Deck; only 53 cards is required for our project). You'll use the deck to draw 7 initial cards, and then 1 new card every turn; knowing that the number of cards in the deck discriminates each time you draw a card.

#### The Discard Pile:



This is where used trainer cards go when you are done, as well as knocked out Pokémon and their depending energies; knowing that the number of discarded cards incriminates each time a card is discarded.

#### **Cards in Hand:**



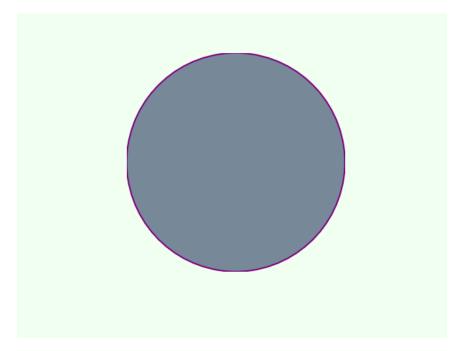
This is where you keep your available cards to play (should be kept hidden from you opponent 5); You will put cards here every time you draw from the deck.

#### Player's Turn:



It indicates that it's your turn to play; otherwise it is Al's turn.

## **Active Cards:**



This is where you put your Pokémon (and possibly its Energies) to attack; knowing that the active Pokémon is the only Pokémon that can attack.

An example of a field with active Pokémon (one active Pokémon for each player):



In the right side of the table, there is a box that shows Pokémon card specifications such as name, stage, ability, hit point..., these specifications become visible whenever you click on the card. Remember that each player can have no more than one active Pokémon at a time

## The Bench:



It can hold up to five Pokémon at a time; you can choose a Pokémon to put in the Bench from the available cards that you already have in hand, and they are the only Pokémon that a player can put in or switch with the active card.

An example of a Bench with 2 Pokémon cards:



## **End Turn:**



When you finish your moves and attack (or if you simply don't want to attack), you must press the "End Turn" button indicating that you're done, so that your opponent can go ahead now and play his turn.

## **Prizes Cards:**



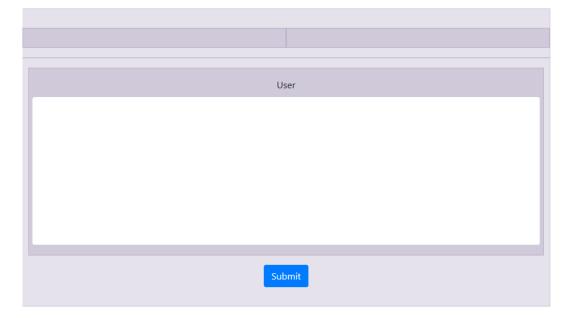
At the start of each game, some cards from the Deck are placed face-down in the side (usually six cards), these are the prizes cards! Getting a knockout lets you take a prize card and put it in your hand, and taking all six prizes wins you the game ⑤.

## Taskbar:

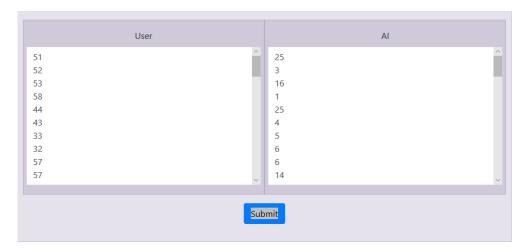


In the taskbar, you may choose between these options:

- i- Start a New Game; allows you to start a new game in the playing field.
- ii- Update collection; allows you to upload some cards collection, and here is how it looks like when go for it:



iii- Update Deck; simply updating decks for User and AI. Here how it looks like:



iv- Logout; to logout from your account, then it takes you to the sign in page again!

That's it! Enjoy the Game 😉