**Iteration 2: The Battles**

In general, this iteration involves implementing the battles, but it also involves finishing the project according to spec as a whole.

Remember: **a "wow factor" is part of the spec**. That is, your project must have something that goes "above and beyond" the requirements. This could be a new feature or a large expansion on an existing feature—anything that makes your PM go "wow!" when they grade your project.

**Grading Criteria**

* \_\_\_\_/ 12 General
  + \_\_\_\_/ 2 Win condition selection
  + \_\_\_\_/ 2 Map selection/transition
  + \_\_\_\_/ 2 Final status shown at end
  + \_\_\_\_/ 2 Can close
  + \_\_\_\_/ 2 Can forfeit
  + \_\_\_\_/ 2 Save prompt on exit
* \_\_\_\_/ 12 Maps
  + \_\_\_\_/ 1 Grid based
  + \_\_\_\_/ 1 Obstacles
  + \_\_\_\_/ 1 At least 2 maps
  + \_\_\_\_/ 4 Player cannot see entire game
  + \_\_\_\_/ 4 Movement animated smoothly
  + \_\_\_\_/ 1 Maps are comfortable
* \_\_\_\_/ 8 Pokemon
  + \_\_\_\_/ 4 At least 10 unique pokemon belonging to at least 3 unique rarities with the correct minimum distributions with different encounter rates
  + \_\_\_\_/ 4 Items can be applied to Pokemon
* \_\_\_\_/ 8 Items
  + \_\_\_\_/ 3 At least 3 unique items
  + \_\_\_\_/ 2 Safari Ball is an item
  + \_\_\_\_/ 3 Items added during gameplay
* \_\_\_\_/ 8 Trainer
  + \_\_\_\_/ 1 Trainer starts with no Pokemon (or one single default Pokemon, your choice)
  + \_\_\_\_/ 1 Trainer starts with finite steps and balls
  + \_\_\_\_/ 2 Can move
  + \_\_\_\_/ 2 Can check items
  + \_\_\_\_/ 2 Can use items
* \_\_\_\_/ 15 Battles
  + \_\_\_\_/ 5 At least the 4 basic actions in battles
  + \_\_\_\_/ 2 Pokemon transitions animated
  + \_\_\_\_/ 2 Trainer transitions animated
  + \_\_\_\_/ 2 Trainer actions animated
  + \_\_\_\_/ 2 Pokemon actions animated (if applicable)
  + \_\_\_\_/ 2 Transition from map to battle animated (if applicable)
* \_\_\_\_/ 9 Win Conditions
  + \_\_\_\_/ 2 Finite steps condition
  + \_\_\_\_/ 2 Finite balls condition
  + \_\_\_\_/ 3 At least one other condition
  + \_\_\_\_/ 2 Can pursue any condition
* \_\_\_\_/ 10 Persistence
  + \_\_\_\_/ 10 Game state can be saved and loaded when a battle is not occurring
* \_\_\_\_/ 10 Sound
  + \_\_\_\_/ 10 Major events have sounds
* \_\_\_\_/ 12 Wow factor
* \_\_\_\_/ 16 Code Health
  + \_\_\_\_/ 16 90% code coverage for each individual class that should be in the model
* \_\_\_\_/ 5 Grader discretion and unanticipated errors

**Task List**

Model Updates, Not Including Battles (If Necessary)

* \_\_\_\_Zelin Wan\_\_\_\_\_ / Trainer
* \_\_\_\_Zelin Wan\_\_\_\_\_ / Pokemon
* \_\_\_\_\_\_Jeremiah Hanson\_\_\_\_\_ / Items
* \_\_\_\_Songzhe Zhu\_\_\_\_\_\_ / Map

Battles

* \_\_\_\_\_\_Jeremiah Hanson\_\_\_\_\_\_ / Model implementation
* \_\_\_\_Songzhe Zhu\_\_\_\_\_\_\_\_ / GUI implementation
* \_\_\_\_\_Jeremiah Hanson\_\_\_\_\_\_ / Animations

Other

* \_\_\_\_\_\_\_\_\_\_Mutian Yan\_\_\_\_\_\_\_ / Item interface (not a Java interface, but how you see/interact with your items)
* \_\_\_\_Mutian Yan\_\_\_\_\_\_\_\_\_\_\_\_\_ / Caught Pokemon interface (same note)
* \_\_\_\_\_Songzhe Zhu\_\_\_\_\_\_ / Sound & Music
* \_\_\_\_\_\_Mutian Yan\_\_\_\_ / Other Win Condition(s)
* \_\_Zelin Wan\_\_\_\_\_\_\_\_\_\_ / Unit Tests
* \_\_\_Jeremiah Hanson\_\_\_\_\_\_ / Wow Factor