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# By submitting this assignment, I agree to the following:
#   "Aggies do not lie, cheat, or steal, or tolerate those who do."
#   "I have not given or received any unauthorized aid on this assignment."
#
# Names:        William Taylor
#               David Tanase
#               Henry Reinhardt
#               Timothy Bui
# Section:      209
# Assignment:   Lab12-PartAB
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#


###### GAME #####
### VARIABLES ###
# caughtPkmn dict - dictionary with the key as the index and the value as the name
# AllPkmn dict - dictionary with the key as the index and the value as the name
# Total candy
# userName

### FUNCTIONS ###
# readFile()
# Creates the allPkmn dictionary where the key is the pokemon's index and the value is a list containing the name, min
CP, max CP

# getUser(UserName)
# Reads the user file to get each of the users
# Each line will start with the name of the user.total candy followed by the index of the pokemon.level
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# For example, for user Name a line will look like:
# Name.20 1.1 5.1
# the userName will be set to userName
# Each pokemon will be added to the pokemon list
# The total candy variable will be set to the users candy

# getInput()
# tries to get the users number for selecting
# If they dont input a number but it is equal to quit, return quit
# if not, prompt them to enter a number until they enter a number
# Return the number



# mainMenu()
# Gives the user options to select their profile to create a new profile
# If they choose to select a profile, pass their name into the mainMenu function
# If they choose not to, prompt them to enter a name and set the caughtPkmn list to a random pokemon in the total
pokemon list

# currentPkmn()
# Prints the caughtPkmn list in a way so that the user can see each of them along with their corresponding CP value
# Asks the user to enter the index of the pokemon they want to level up
# Call the levelUp function with their index to level them up
# If the levelUp returns true, reprint everything
# Else tell the user they dont have enough candy and print the main menu

# selectPkmn()
# Prints the caughtPkmn list in a way so that the user can see each of them, their level, CP, and total candy the user has
# Lets the user select one and returns the index of the pokemon that they select
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# levelUp(index)
# Get the users caughtPkmn dict with the key using the index passed into this function
# Depending on the current level of the index of the pokemon, level up the pokemon and return true
# Call the update function
# if the user doesnt have enough candy return false

# catchPkmn()
# Displays current pokemon and waits for the user to pick one
# The pokemon they pick will do random damage between the CP values to the one they're fighting
# They do this three times, if they don't do 100 damage in those three turns, they lose
# If they win, add that pokemon to the users caughtPkmn list
# Add a random amount of candy to the inventory
# If not, don't

# update()
# rewrites to the userfile to make sure that no progress is lost
# first it reads the file
# then for each line in the file, as long as the name of the file doesnt match userName, rewrite the file
# if it does match, dont rewrite and write the userName.totalCandy and then each pokemon in the caughtPkmn list

### MAIN ###
# Welcome and print instructions to the user
# userInput = user's input
# While userInput not quit:
# print main menu
# If they select view current pokemon, print that to the screen via the currentPkmn() function
# If they select catch new pokemon, run catchPkmn() function
# run the update function
```

# Repeat until the user inputs quit
Pkmn()
getUser()
addCandy()
catchPkmn()
- Displays current pokemon and waits for the user to pick one
- The pokemon they pick will do random damage to the one they're fighting
- They do this three times, if they don't do 100 damage in those three turns, they lose
- If they win, add that pokemon to the users caughtPkmn list
- If not, don't
- Gain 3, 5, or 10 candies if successful catch(make list, randint a value in list, add that value to inventory taken from list)

MAIN
Welcome and print instructions to the user
userInput = user's input
While userInput not quit:
Print main menu
If they select view current pokemon, print that to the screen via the currentPkmn() function
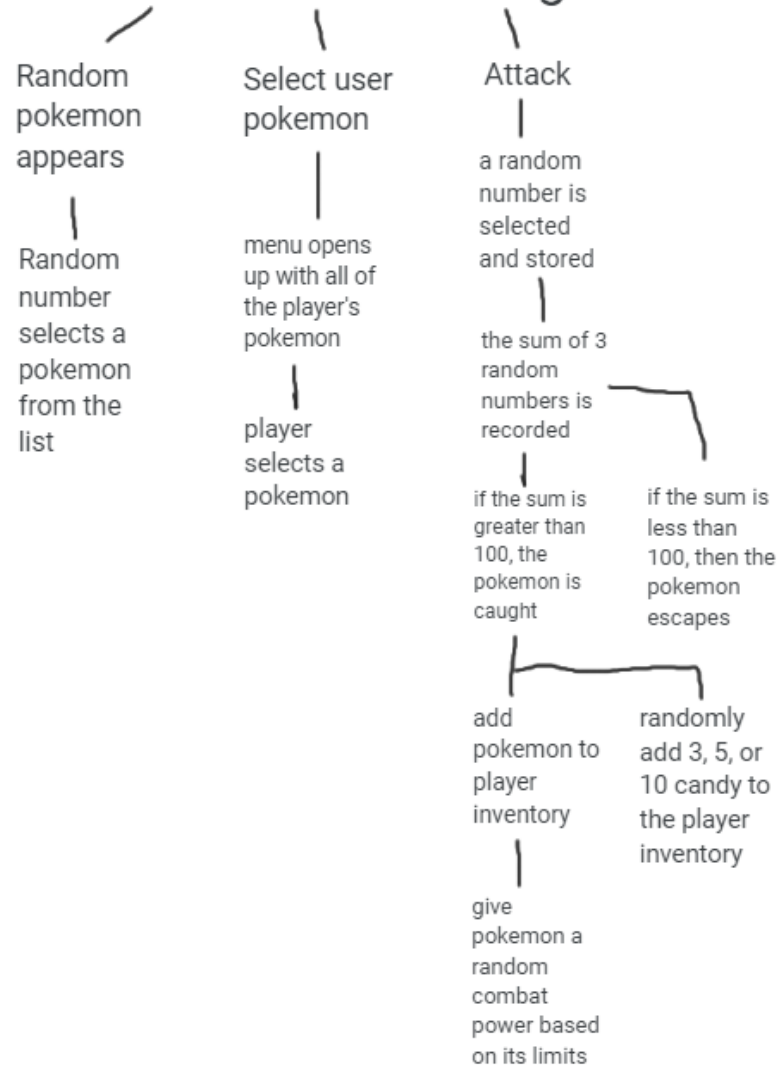If they select catch new pokemon, run catchPkmn() function
Repeat until the user inputs quit

Lab 12

Player Creation

Name
prompt user for name

store name as a variable

Candy
start with 0 candy

Pokemon
start with a random pokemon

Pokemon Catching

Random pokemon appears

Random number selects a pokemon from the list

Select user pokemon

menu opens up with all of the player's pokemon

player selects a pokemon

Attack

a random number is selected and stored

the sum of 3 random numbers is recorded

if the sum is greater than 100, the pokemon is caught

if the sum is less than 100, then the pokemon escapes

add pokemon to player inventory

randomly add 3, 5, or 10 candy to the player inventory

give pokemon a random combat power based on its limits

Leveling

select pokemon from display

check to see if there is enough candy and under lv. 40

increase level and subtract candy

if not, return to main menu