

Week 2 Progress Report

Project: "Pokemon" Knock-off

Week Ending: 13 August 2025

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1. Summary of Progress

This week focused on making the **UI design** along with the battle screen. The previous layout had both player and opponent Pokémon along the same left alignment, which didn't look good.

Key changes:

- **Redesigned layout** to place **player's Pokémon and stats on the left** and **opponent's on the right**, mimicking the official Pokémon battle view.
- Implemented **dynamic width calculation** using `section_width` to ensure consistent alignment regardless of terminal width.
- Added **safe arithmetic** using `.saturating_sub()` and `.unwrap_or("")` to prevent panics from negative values or missing ASCII art lines.
- **HP bar** with proportional filled/empty segments and Unicode characters for better visual clarity.
- Created a more **balanced ASCII art placement** to maintain consistent spacing in the battle arena.

2. Timeline Update

- Week 1–2: Core battle logic (*completed*)
- Week 3: Basic UI mockup (*completed*)
- Week 4: **UI redesign for symmetrical layout** (*this week*)
- Week 5: Integrate animations / screen transitions (shifted by +1 week)
- Week 6: Testing, bug fixes, and release candidate

3. Issues

- Terminal size can still cause wrapping on smaller windows.
- ASCII art may need conditional rendering for different terminal sizes.