**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.