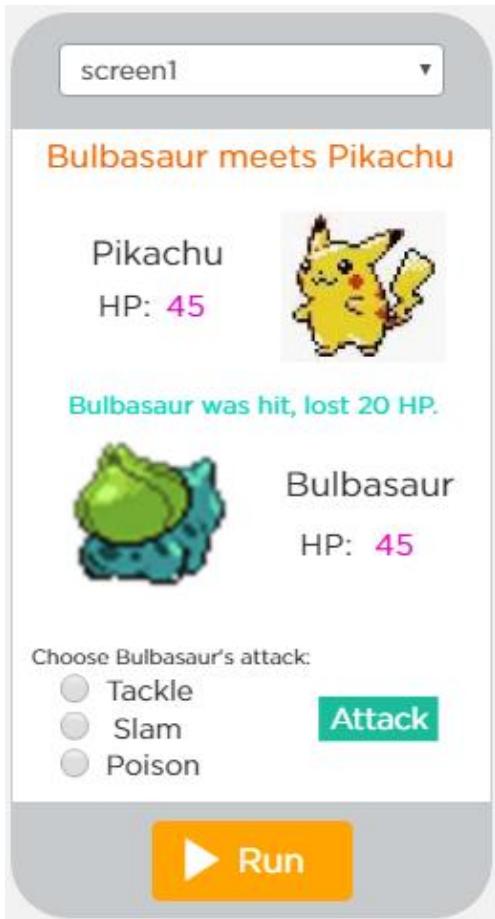


B5 Pokemon Battle

Make these screens:



Widget	ID
45	PikaHP
Bulbasaur was hit, lost 20 HP.	result
45	BulbHP
Attack	Attack

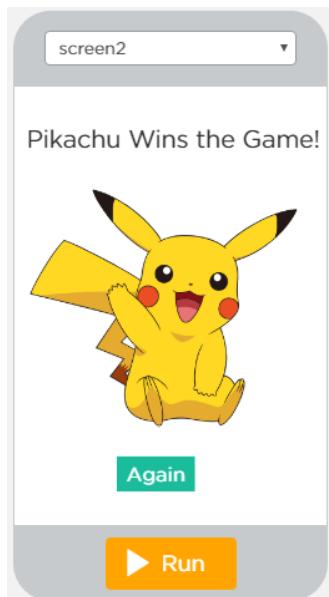
Side Note:
This section....

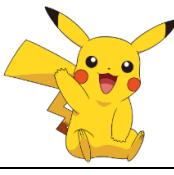
Choose Bulbasaur's attack:

- Tackle
- Slam
- Poison

is actually useless. It is just to make the user feel like they are doing something.

The dot out front () is a radio button. The words beside it (**Tackle**) is a label.



Widget	ID
Pikachu Wins the Game!	winner
	winnerPic
Again	Again

Make two variables outside all blocks to track the HP of the Pokémons.

```
var pikaHP = 45;  
var bulbHP = 45;
```

Instead of following the actual game (sorry), the Pokémon will just win or lose points randomly. The loser is the first to make it to zero.

Inside attack's onEvent,

```
var x = randomNumber(1, 2);
```

Make a variable to determine which Pokémon wins.

```
var loss = randomNumber(2, 10);
```

Make another to determine how many HP are lost.

Then, we make an if. If $x == 1$, then Bulbasaur was hit and we update the screen accordingly.

```
if (x == 1) {  
    setText("result", "Bulbasaur was hit, lost "+loss+" HP.");  
    bulbHP = bulbHP - loss;  
    setText("BulbHP", bulbHP);  
} else {  
    add the code for Pikachu's loss here.  
}
```

Make sure that you add in the else condition for Pikachu's loss too.

Test your code to see that both Pokémon can lose points.

Then, we need to code the winning section.

```
if (pikaHP<=0) {  
    setText("winner", "Bulbasaur wins!");  
    setImageURL("winnerPic", "bulbasaurWIN.jpg");  
    setScreen("screen2");  
}  
else if (bulbHP<=0) {  
    add in the Pikachu win here  
}
```

If the HP gets too low, then the other Pokémon won and their information appears on the winning screen. You also need to move to the winning screen.

Add in the Pikachu section too.

Run your code to verify that it works. Press Attack enough times that there is a winner.

To play again, reset the variables and reset the screen.

```
onEvent(▼ "Again", ▼ "click", function(event) {
    setText(▼ "result", "");
    pikaHP = 45;
    bulbHP = 45;
    setText(▼ "BulbHP", "45");
    setText(▼ "PikaHP", "45");
    setScreen(▼ "screen1");
})
```