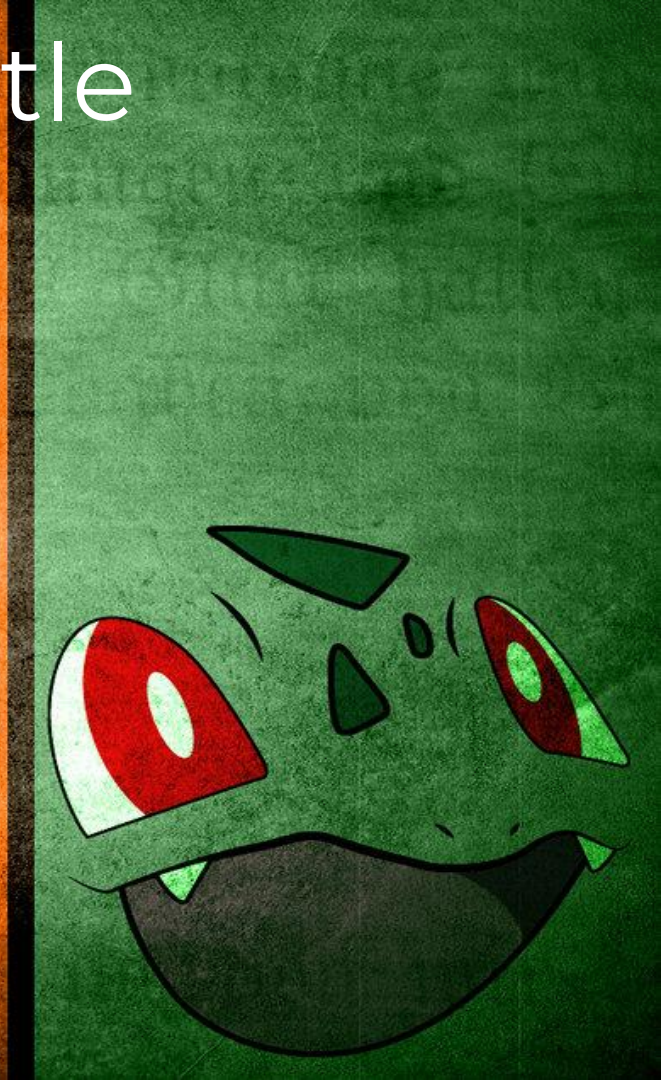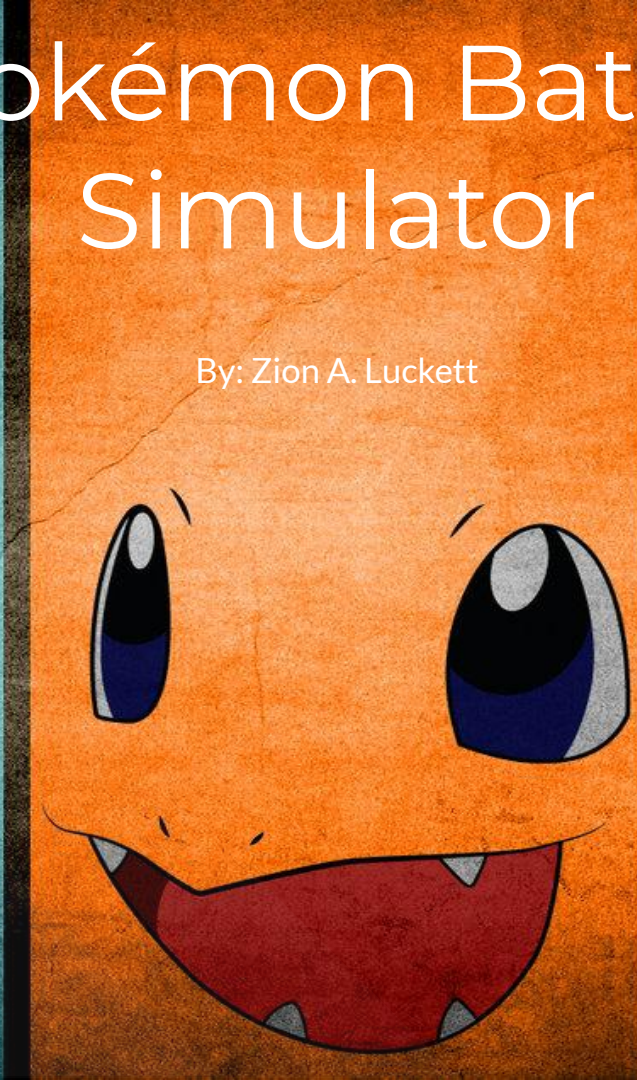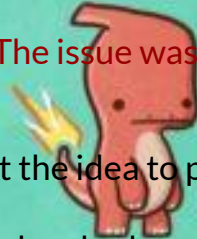# Pokémon Battle Simulator

By: Zion A. Luckett

The Idea?

- What problem did I pick to address for my project?

  ➔ The issue was I had no issues.
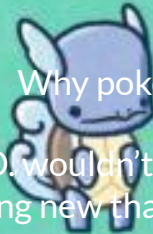
- Where did you get the idea to program a game?

➔ One of the exercises done in class had us make directional controls for a rocket.

- Why pokemon?

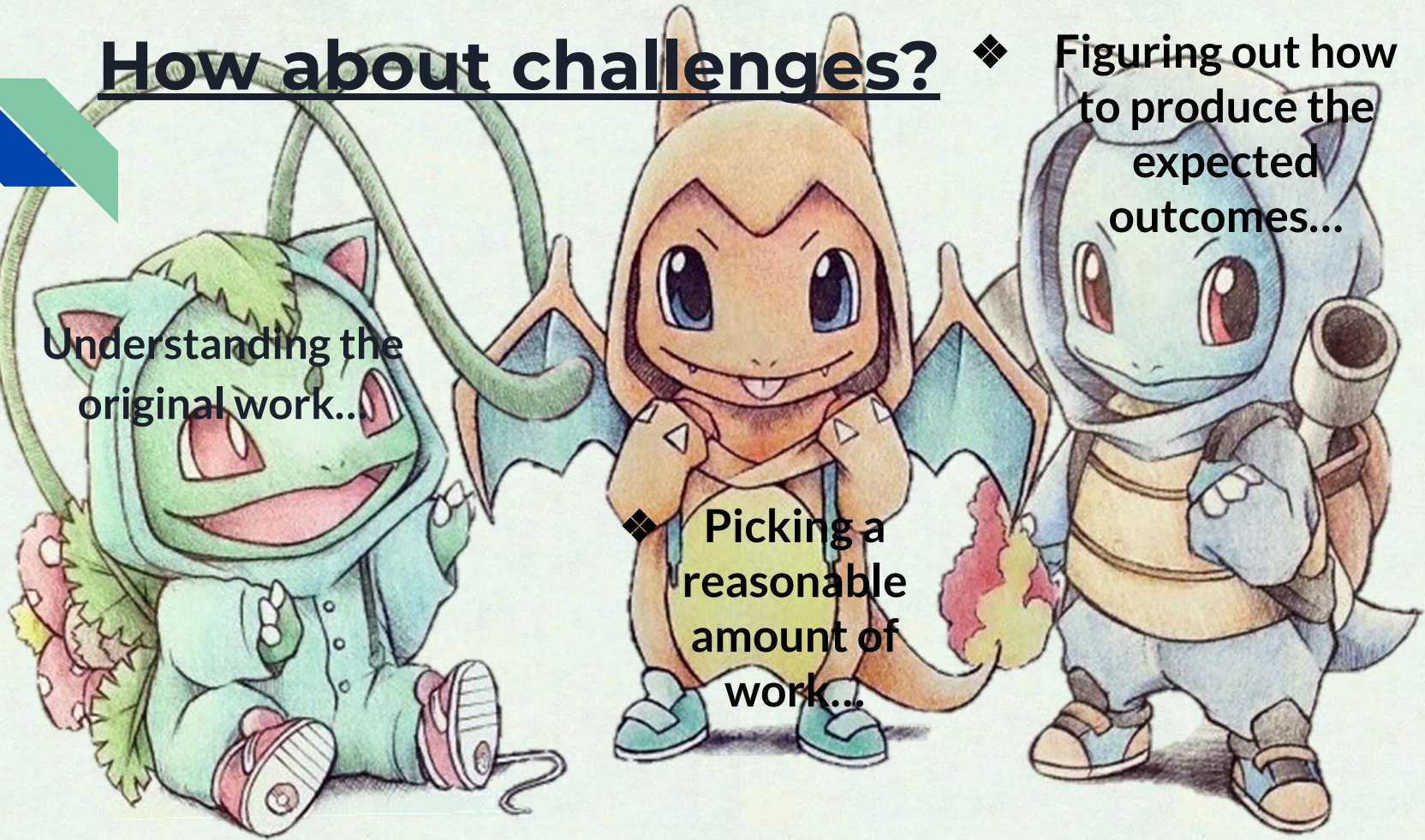 ➔ A.D.H.D. wouldn't let it go, but mostly something new that I was familiar with.

How about challenges?

- Understanding the original work...

- Picking a reasonable amount of work...

- Figuring out how to produce the expected outcomes...

The question you all are wondering...

How has it been coming along?

- Many features already working properly.

```csharp
// Player selected Charmander (best choice) \(>.<)/
else if (charSelected == 3)
{
    player = charmander;
    pictureBox2.Image = Properties.Resources.charmander__1_;

    // 1/3 chance for disadvantage in battle
    if (rnd.Next(4) == 3)
    {
        enemy = squirtle;
        pictureBox1.Image = Properties.Resources.squirtle;
    }
    else
    {
        enemy = bulbasaur;
        pictureBox1.Image = Properties.Resources.bulbasaur;
    }
}
```

```csharp
// Selection box color changing
3 references
public void CharChanged(int newChar)
{
    charSelected = newChar;
    if (charSelected == 1) //Bulbasaur selected
    {
        pictureBox1.BackColor = Color.LightGreen;
        pictureBox2.BackColor = Color.White;
        pictureBox3.BackColor = Color.White;
        pictureBox1.BorderStyle = BorderStyle.Fixed3D;
        pictureBox2.BorderStyle = BorderStyle.FixedSingle;
        pictureBox3.BorderStyle = BorderStyle.FixedSingle;
    }
    else if (charSelected == 2) //Squirtle selected
    {
        pictureBox2.BackColor = Color.LightBlue;
        pictureBox3.BackColor = Color.White;
        pictureBox1.BackColor = Color.White;
        pictureBox2.BorderStyle = BorderStyle.Fixed3D;
        pictureBox3.BorderStyle = BorderStyle.FixedSingle;
        pictureBox1.BorderStyle = BorderStyle.FixedSingle;
    }
    else if (charSelected == 3) // Charmander selected (the best choice)
    {
        pictureBox3.BackColor = Color.LightCoral;
        pictureBox1.BackColor = Color.White;
        pictureBox2.BackColor = Color.White;
        pictureBox3.BorderStyle = BorderStyle.Fixed3D;
        pictureBox1.BorderStyle = BorderStyle.FixedSingle;
        pictureBox2.BorderStyle = BorderStyle.FixedSingle;
    }
}
```

```csharp
private readonly int charSelected;
Character player;
Character enemy;
Character bulbasaur = new Character("Bulbasaur", "Grass", 1, 100, 20, 40, "Tackle", "Vine Whip");
Character charmander = new Character("Charmander", "Fire", 2, 100, 35, 25, "Tackle", "Ember");
Character squirtle = new Character("Squirtle", "Water", 3, 100, 30, 30, "Tackle", "Bubble");
public string effective = "It's Super Effective.";
public string notEffective = "It's not very Effective.";
public string crit = "It's a Crital Hit.";
public string staticText = "";
public string missedAtk = "";
public string enMissedAtk = "";

1 reference
public BattleForm(int choice)
{
    InitializeComponent();
    charSelected = choice;
}
```
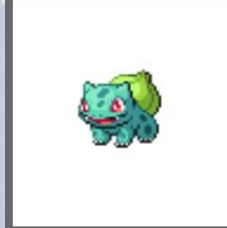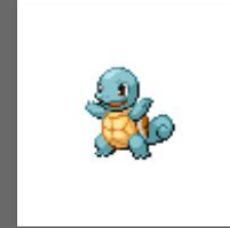
The Journey Continues...

Choose your Pokemon!

Bulbasaur Squirtle Charmander

Begin Battle!

End Start

For continuous updates visit my trello HERE

charmander1

Your pokemon did something or another

Attack1 Attack2

Defend3 Exit4