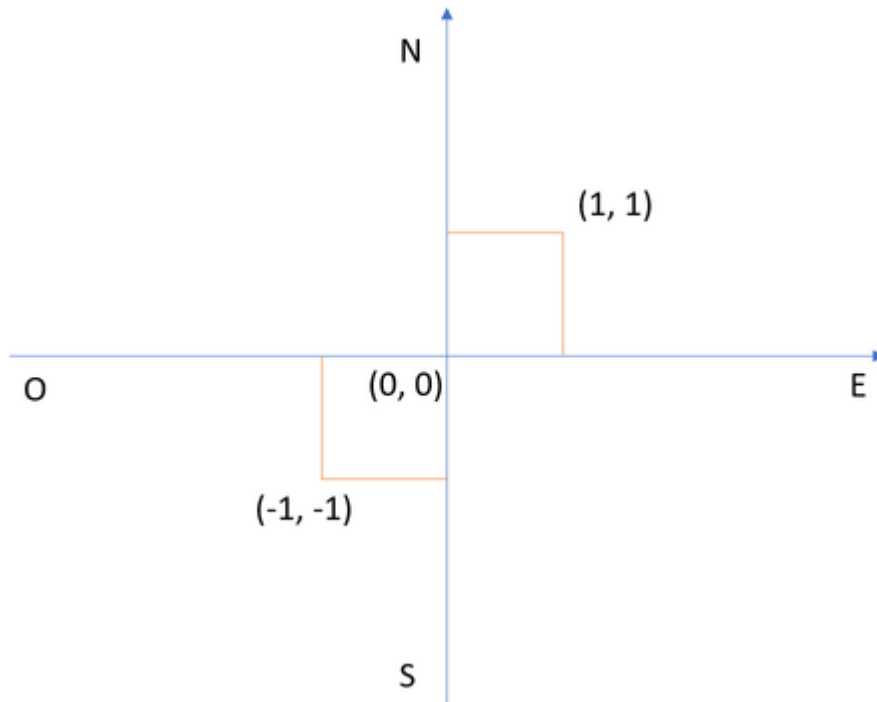# Pokemon: Catch'Em All - apanhá-los todos

Pokemon World Model

It is a two-dimensional, which is represented by two axis: S-N and O-E.

Movement encoding

- `N` move = `(+1, 0)`;
- `S` move = `(-1, 0)`;
- `E` move = `(0, +1)`;
- `O` move = `(0, -1)`;

Requirements

Tested with **Python 3.8** and **python3-venv**. Run the following commands
in order to install the requirements:

```
$ python3 -m venv venv
$ . venv/bin/activate
$ pip install -U pip && pip install -r requirements.txt
```

Running

To execute a simple movement, e.g. `"NESO"`, run the following command:

```
$ python src/main.py NESO
4
```

It returns the number of captured Pokemons. For more info, use the `-h` switch.

Running tests

```
$ pytest src/tests src/tests/test_pokemontrainer.py
```