A BASIC POKÉMON CARD GAME WITH OOP FEATURES IN JAVA

Some rules for the game

- ➢ Game can play between user and computer or computer and computer.
- ➢ There must be 10 pokémon card in the game.
- ➢ At the beginning of the game 3 card will be given randomly for both side.
- ➢ Both side choose their 1 card and put them as closed after that cards will be open at the same time and damage point of that card will be added gamer's score.
- ➢ Computer chooses its card randomly.
- ➢ Game continues until all cards are gone after all cards are gone the gamer who has highest score will be winner of the game.
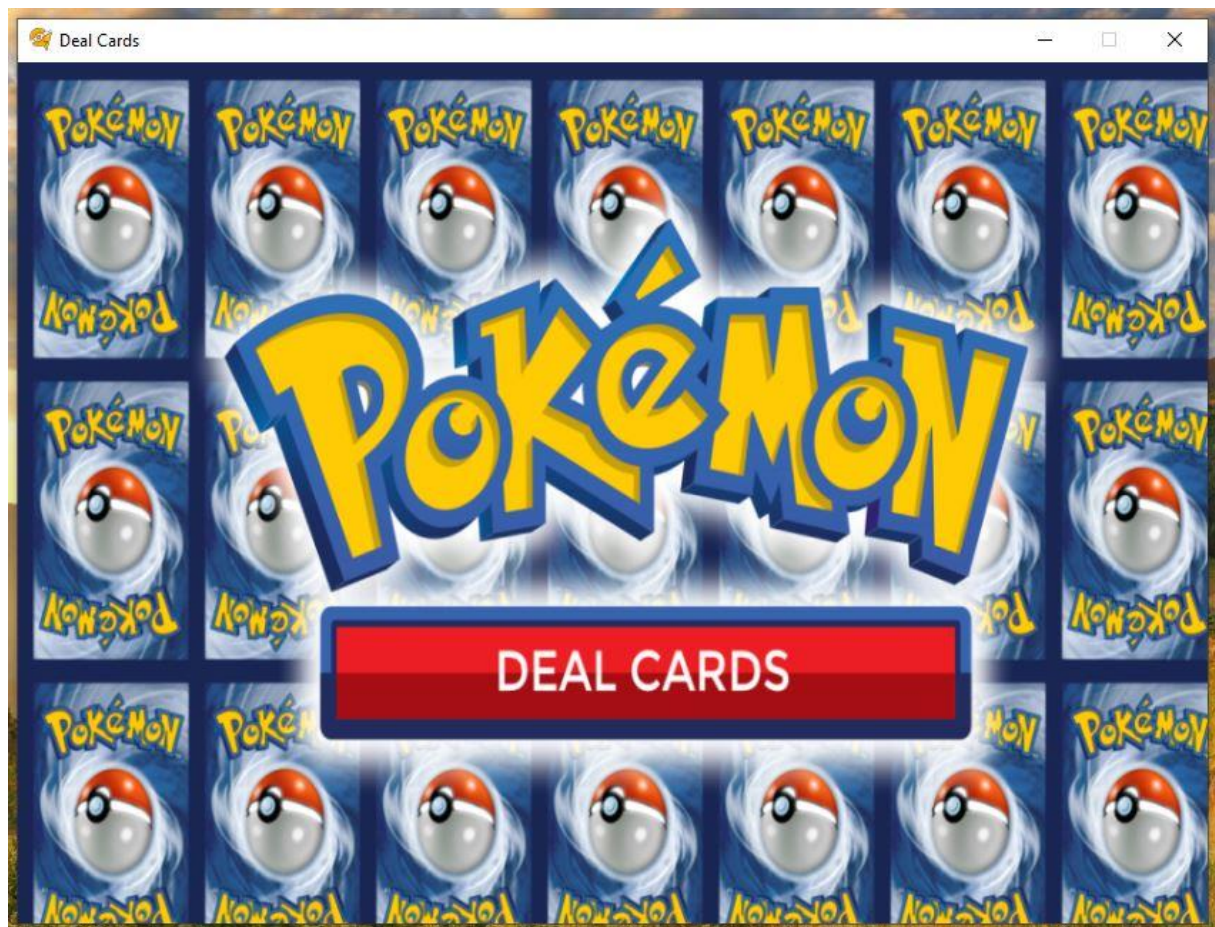
Cards and properties in the Game

Pokémon Card Name	Damage Point	Type
Pikachu	40	Electric
Bulbasaur	50	Land
Charmander	60	Fire
Squirtle	30	Water
Zubat	50	Heaven
Psyduck	20	Water
Snorlax	30	Land
Butterfree	10	Heaven
Jigglypuff	70	Sound
Meowth	40	Land

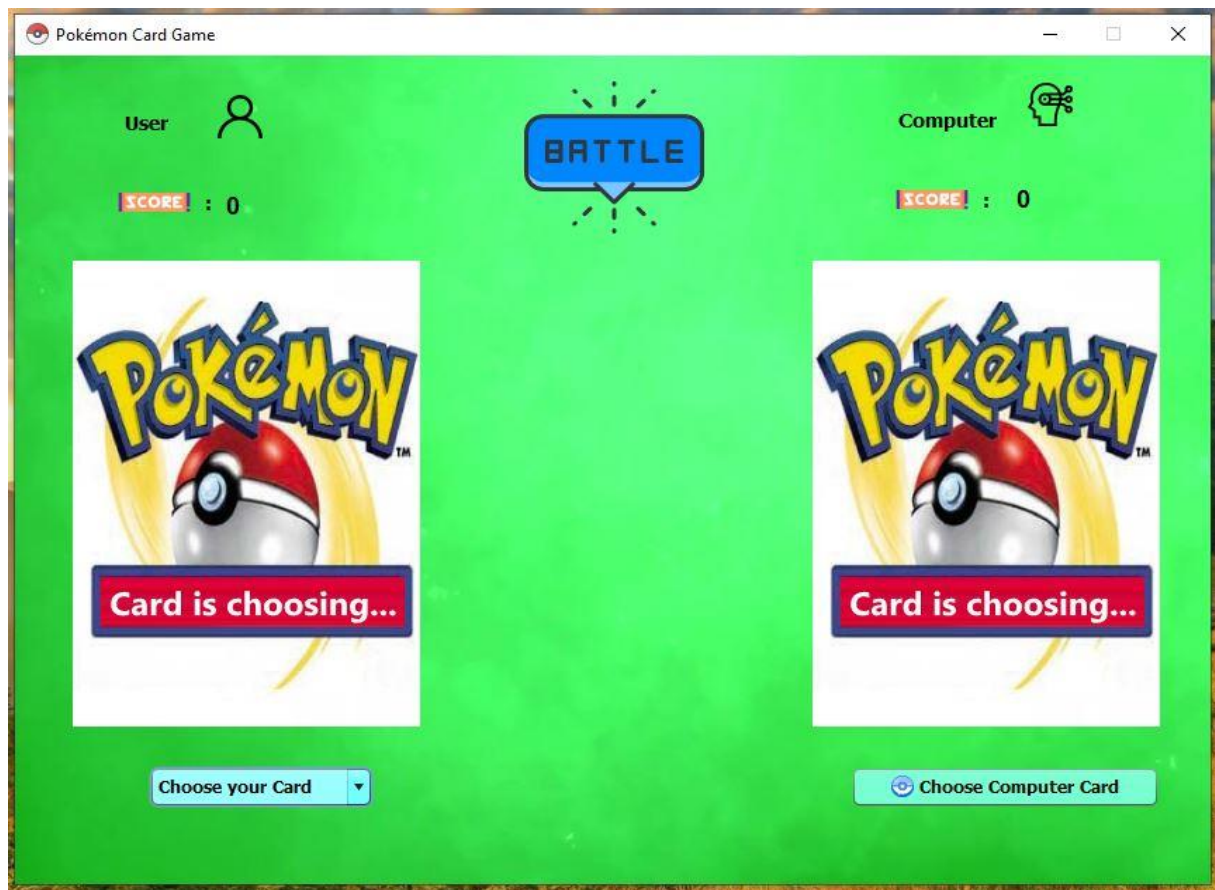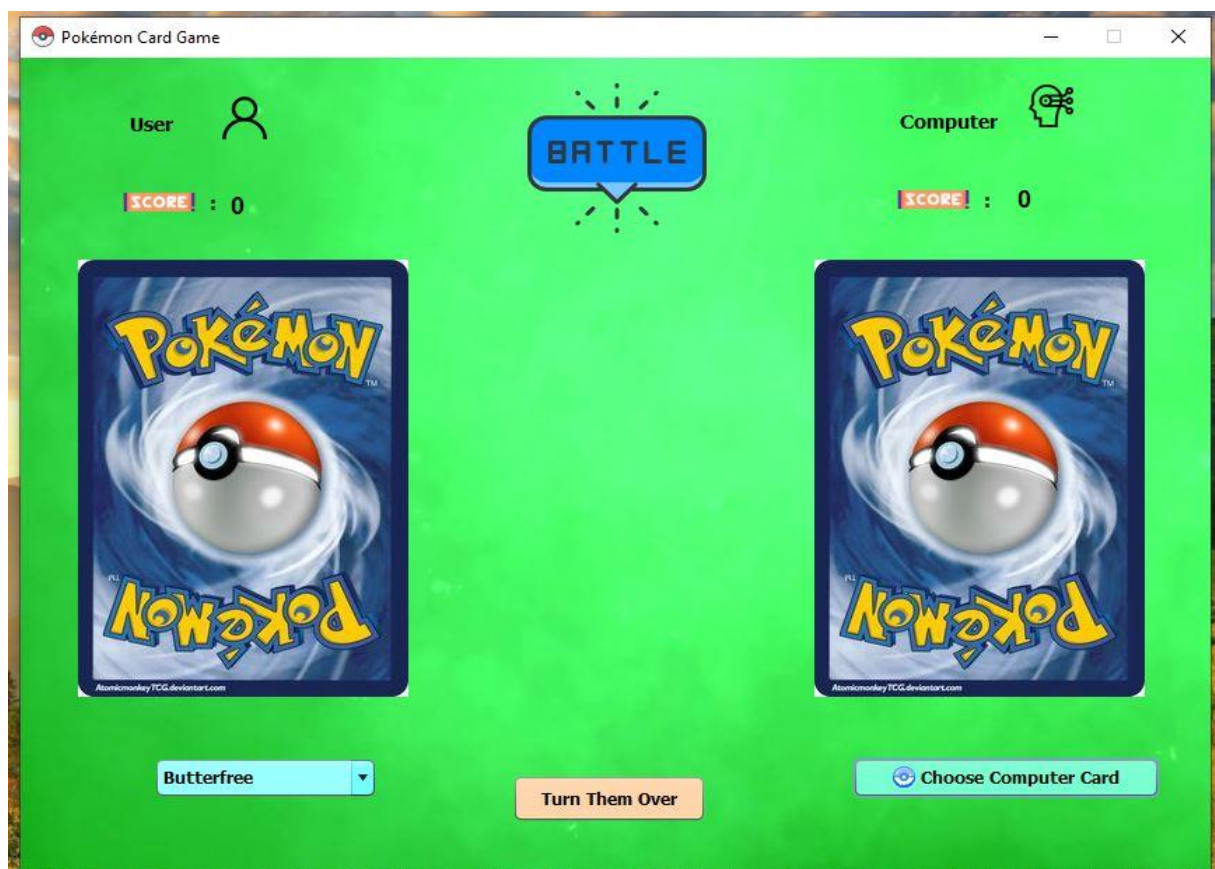- ✓ **Check following pictures from Game.**

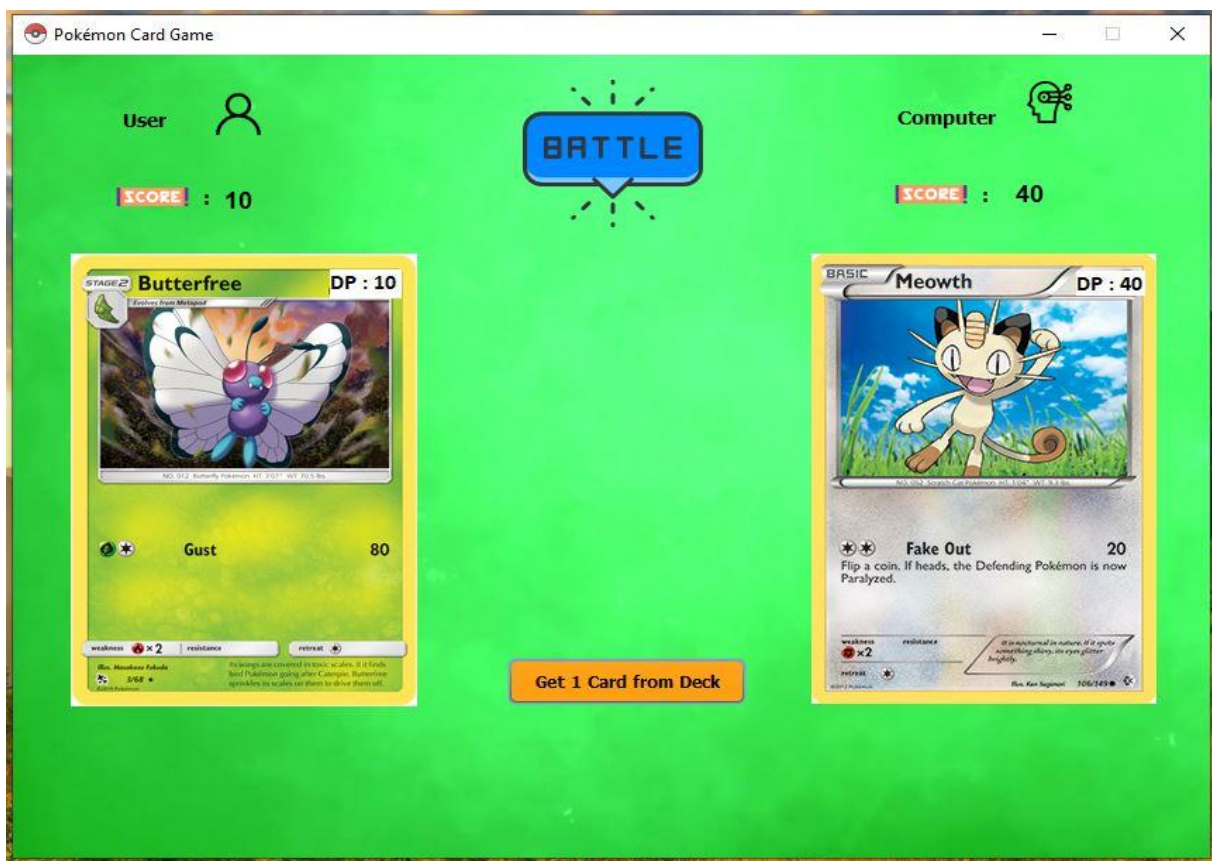Choose Game Type

Give Cards both side randomly.

Choose the cards. (Computer chooses randomly)

Put them as closed.

Open cards at the same time and add damage points to the score.

Game Over.