# Project Brief

In the popular Pokémon games all moves and Pokémons have types that determine how effective certain moves are against certain Pokémons.

These work by some very simple rules, a certain type can be super effective, normal, not very effective or have no effect at all against another type. These translate respectively to 2x, 1x, 0.5x and 0x damage multiplication. If a Pokémon has multiple types the effectiveness of a move against this Pokémon will be the product of the effectiveness of the move to it's types.

## Input

The program should take the type of a move being used and the types of the Pokémon it is being used on.

Example inputs

fire -> grass

fighting -> ice rock

psychic -> poison dark

water -> normal

fire -> rock

## Output

The program should output the damage multiplier these types lead to.

Example outputs

2x

4x

0x

1x

0.5x

**Hint: Use arrays, map them against each other.**

### Additional

1. Create a GUI
2. Use pokemonAPI to gather the data instead of hardcoding it
   1. http://pokeapi.co/