**Progmon User Manual**

**EECS 448**

**Five Guys + Cameron**

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**START SCREEN:** The start screen allows you to see the options of Progmon you can choose from. You must choose a Progmon for yourself and also for the AI. Once you have done that, click the play button in order to start the game. You can also click on the test suite which causes all of the tests to run and output in the terminal.

**PLAY:** Once you select a Progmon for yourself and the AI you can then click play which allows you to go to the fight screen. You are then prompted to make a move which you can choose from fight (attack options), your bag, or switch Progmon.

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**Option 1: FIGHT:** When you click the fight option you are given a choice between 4 different attacks against the AI (these attacks are different for each Progmon and have different damage values). Once you click an attack, you will receive a hit or miss (Attacks have different accuracy values). After that, the AI will get to make their own selection from the four options (fight, bag, switch Progmon, or quit).A picture containing screenshot

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**Option 2: BAG**: The bag holds 4 different items to boost your Progmons stats, whether its health, defense, or an attack boost. Once an item is used, you cannot use it the rest of the game (an item takes up a turn just like an attack).A picture containing screenshot

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**Option 3: SWITCH PROGMON:** Rather than choosing an item from your bag or an attack, you are also allowed to switch Progmon during a battle. This is usually used when your current Progmon is about to faint.

**Option 4: QUIT:** You are also given the option the quit the game which closes the program completely and ends all processes associated with the program.

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**END GAME:** When the game is finished you will be given a screen full of statistics from the most recent battle. You will also be allowed to restart the game or quit the program completely.

**TEST SUITE: A screenshot of text

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