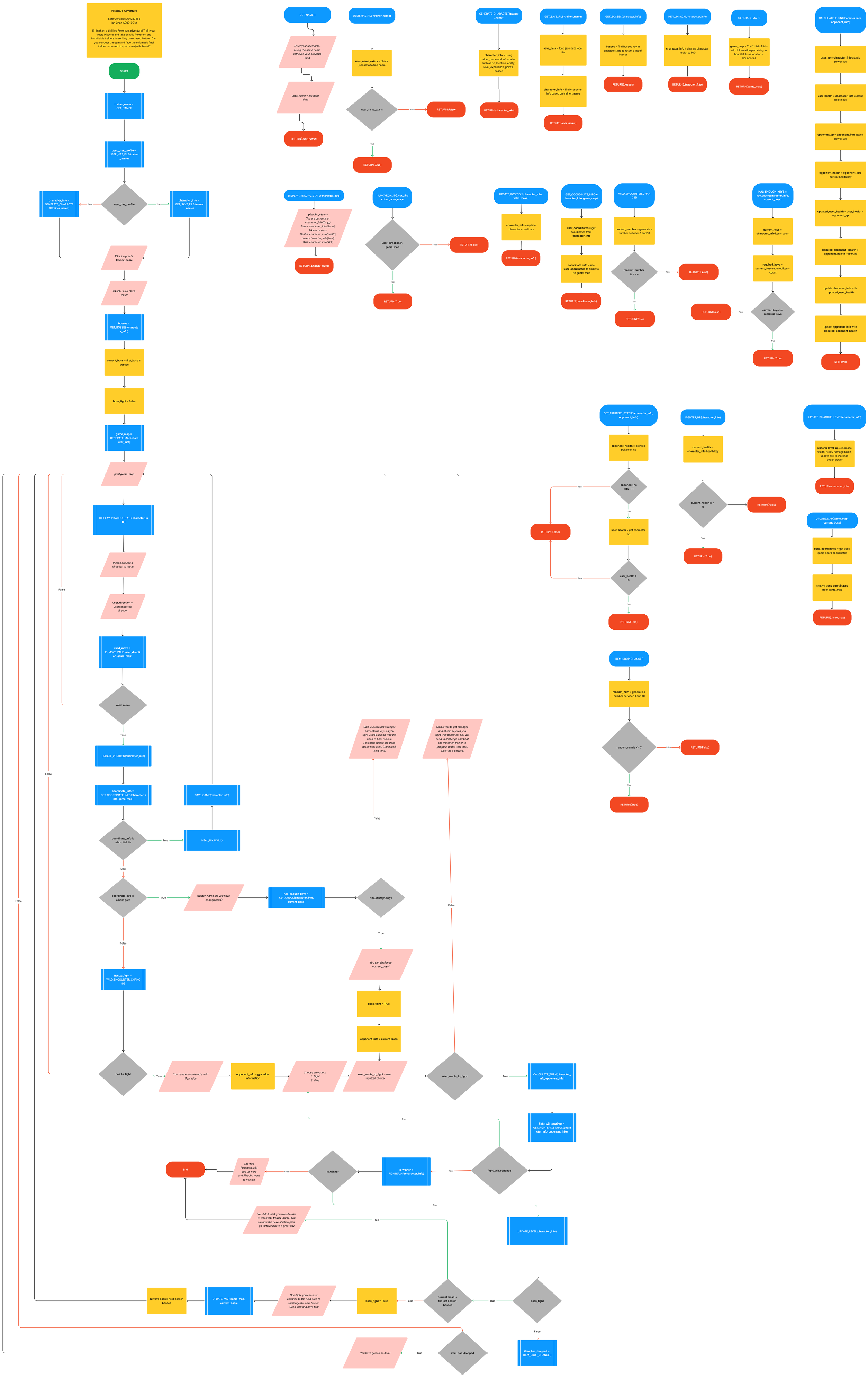
Pikachu's Adventure
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Embark on a thrilling Pokemon adventure! Train your trusty Pikachu and take on wild Pokemon and formidable trainers in exciting turn-based battles. Can you conquer the gym and face the enigmatic final trainer rumoured to sport a majestic beard?
START
trainer_name = GET_NAME()
user__has_profile = USER_HAS_FILE(trainer_name)
user_has_profile
False
True
character_info = GENERATE_CHARACTER(trainer_name)
character_info = GET_SAVE_FILE(trainer_name)
Pikachu greets trainer_name
Pikachu says "Pika Pika!"
bosses = GET_BOSSES(character_info)
current_boss = first_boss in bosses
boss_fight = False
game_map = GENERATE_MAP(character_info)
print game_map
DISPLAY_PIKACHU_STATS(character_info)
Please provide a direction to move.
user_direction = user's inputted direction
valid_move = IS_MOVE_VALID(user_direction, game_map)
valid_move
True
UPDATE_POSITION(character_info)
coordinate_info = GET_COORDINATE_INFO(character_info, game_map)
coordinate_info is a hospital tile
HEAL_PIKACHU()
SAVE_GAME(character_info)
coordinate_info is a boss gate
trainer_name, do you have enough keys?
has_enough_keys = KEY_CHECK(character_info, current_boss)
has_enough_keys
Gain levels to get stronger and obtains keys as you fight wild Pokemon. You will need to beat me in a Pokemon duel to progress to the next area. Come back next time.
Gain levels to get stronger and obtain keys as you fight wild pokemon. You will need to challenge and beat the Pokemon trainer to progress to the next area. Don't be a coward.
You can challenge current_boss!
boss_fight = True
opponent_info = current_boss
has_to_fight = WILD_ENCOUNTER_CHANCE()
has_to_fight
You have encountered a wild Gyarados.
opponent_info = gyarados information
Choose an option: 1. Fight 2. Flee
user_wants_to_fight = user inputted choice
user_wants_to_fight
CALCULATE_TURN(character_info, opponent_info)
fight_will_continue = GET_FIGHTERS_STATUS(character_info, opponent_info)
fight_will_continue
is_winner = FIGHTER_HP(character_info)
is_winner
The wild Pokemon said "See ya, nerd" and Pikachu went to heaven.
End
We didn't think you would make it. Good job, trainer_name! You are now the newest Champion, go forth and have a great day.
UPDATE_LEVEL(character_info)
boss_fight
current_boss is the last boss in bosses
boss_fight = False
Good job, you can now advance to the next area to challenge the next trainer. Good luck and have fun!
UPDATE_MAP(game_map, current_boss)
current_boss = next boss in bosses
item_has_dropped = ITEM_DROP_CHANCE()
item_has_dropped
You have gained an item!
GET_NAME()
Enter your username. Using the same name retrieves your previous data.
user_name = inputted data
RETURN(user_name)
USER_HAS_FILE(trainer_name)
user_name_exists = check json data to find name
user_name_exists
RETURN(False)
RETURN(True)
GENERATE_CHARACTER(trainer_name)
character_info = using trainer_name add information such as hp, location, ability, level, experience_points, bosses
RETURN(character_info)
GET_SAVE_FILE(trainer_name)
save_data = load json data local file
character_info = find character info based on trainer_name
RETURN(user_name)
GET_BOSSES(character_info)
bosses = find bosses key in character_info to return a list of bosses
RETURN(bosses)
HEAL_PIKACHU(character_info)
character_info = change character health to 100
RETURN(character_info)
GENERATE_MAP()
game_map = 11 × 11 list of lists with information pertaining to hospital, boss locations, boundaries
RETURN(game_map)
CALCULATE_TURN(character_info, opponent_info)
user_ap = character_info attack power key
user_health = character_info current health key
opponent_ap = opponent_info attack power key
opponent_health = opponent_info current health key
updated_user_health = user_health - opponent_ap
updated_opponent__health = opponent_health - user_ap
update character_info with updated_user_health
update opponent_info with updated_opponent_health
RETURN()
DISPLAY_PIKACHU_STATS(character_info)
pikachu_stats = You are currently at character_info[(x, y)]. Items: character_info(items) Pikachu's stats: Health: character_info(health) Level: character_info(level) Skill: character_info(skill)
RETURN(pikachu_stats)
IS_MOVE_VALID(user_direction, game_map)
user_direction in game_map
RETURN(False)
RETURN(True)
UPDATE_POSITION(character_info, valid_move)
character_info = update character coordinate
RETURN(character_info)
GET_COORDINATE_INFO(character_info, game_map)
user_coordinates = get coordinates from character_info
coordinate_info = use user_coordinates to find info on game_map
RETURN(coordinate_info)
WILD_ENCOUNTER_CHANCE()
random_number = generate a number between 1 and 10
random_number is <= 4
RETURN(False)
RETURN(True)
HAS_ENOUGH_KEYS = key_check(character_info, current_boss)
current_keys = character_info items count
required_keys = current_boss required items count
current_keys >= required_keys
RETURN(False)
RETURN(True)
GET_FIGHTERS_STATUS(character_info, opponent_info)
opponent_health = get wild pokemon hp
opponent_health > 0
user_health = get character hp
user_health > 0
RETURN(False)
RETURN(True)
FIGHTER_HP(character_info)
current_health = character_info health key
current_health is > 0
RETURN(False)
RETURN(True)
UPDATE_PIKACHUS_LEVEL(character_info)
pikachu_level_up = increase health, nullify damage taken, update skill to increase attack power
RETURN(character_info)
UPDATE_MAP(game_map, current_boss)
boss_coordinates = get boss game board coordinates
remove boss_coordinates from game_map
RETURN(game_map)
ITEM_DROP_CHANCE()
random_num = generate a number between 1 and 10
random_num is <= 7
RETURN(False)
RETURN(True)