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Hand-drawn UI design for a Pokémon game interface, titled "Pobkemon Esmeralda".

**Top Bar:** Title "Pobkemon Esmeralda" with standard window controls (minimize, maximize, close).

**Left Menu:** A vertical list of options: Archivo, Nuevo, Abrir, Salvar, Salir.

**Main Interface:**

- Header:** "Archivo" with a dropdown arrow.
- Central Area:** A large box containing:
  - Labels: "Nombre", "gif Ataque", "gif Pokemon 1", "gif Pokemon 2", "NombreP2".
  - Buttons: "Ataque 1", "Ataque 2", "Ataque 3", "Ataque 4", "Cambiar pokemon".
  - Fields: "PP /", "Tipo", and a checkbox "Cambios Disponibles".
- Bottom Section:** Divided into two columns:
  - Mi Pokemon:** Fields for "DañoAtaque" and "Vida", and an "Iniciar" button.
  - Pokemon Adversario:** Fields for "DañoUltAtaque" and "Vida".

**Right Dialog Box:** A small window titled "¿sigue quiere cerrar el juego?" with "SI" and "NO" buttons.