Project Document 1 - Project Description with UCD & Class Diagram

Turn Based Strategy Console Game

B R Pratheek - PES1UG19CS101
Chandradhar Rao - PES1UG19CS123
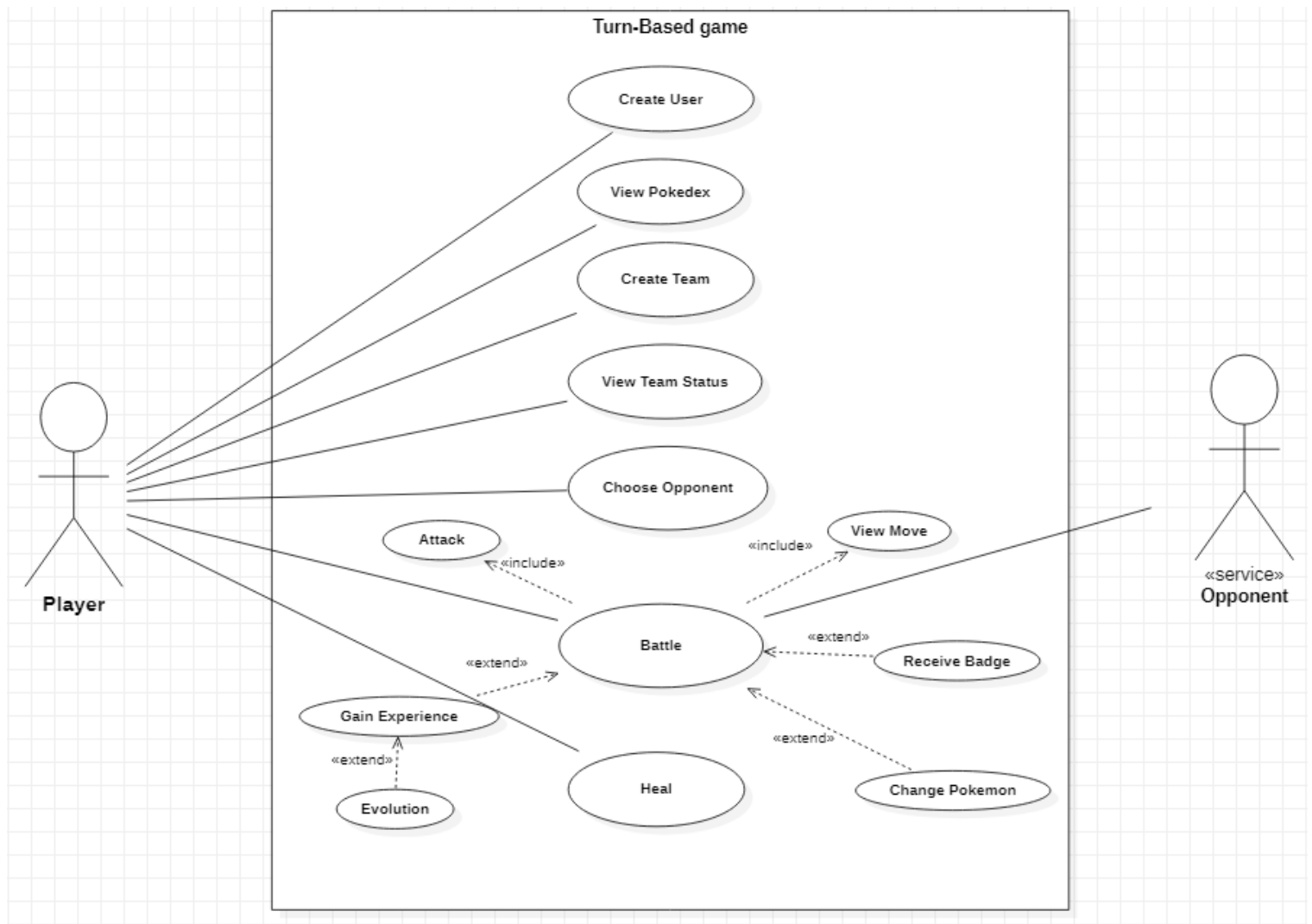### Darshan Madesh - PES1UG19CS130

Project Description

Players advance through many battles, for which their character or party of characters gain experience that improves various attributes and abilities.

A trainer is given a choice of six pokemons to battle it all out and emerge as the Pokémon champion.

Pokémon are divided into types, such as water and fire, each with different strengths.

Battles between them can be likened to the simple hand game rock-paper-scissors. For example, to gain an advantage over a Pokémon that cannot beat an opponent's Charizard character because of a weakness to fire, a player might substitute a water-based Pokémon. With experience, Pokémon grow stronger, gaining new abilities and eventually evolve. By defeating Gym Leaders and obtaining Gym Badges, trainers garner acclaim and with all the gym badges, the player can fight against the champion to become the best Pokemon trainer.

Use Case Diagram

Player
+BadgesList

Badge
+Name
+GymLeaderName
+CreateBadge()

Heal Center
+Heal()

Pokemon
+Health
+XP
+ID
+Name
+Type
+EvolvePokemon()
+IncreaseXP()
+ChangeHealth()

Team
+PokemonList
+CurrentPokemonInUse
+ViewTeam()

Battle
+BattleHistory
+StartBattle()
+EndBattle()
+ChooseOpponent()
+ForfeitBattle()

Pokedex
+PokemonList
+DescriptionList
+TypeList
+viewPokemon()

Fire
+FireMoves

Water
+WaterMoves

Grass
+GrassMoves

EventLogger
+message
+displayEvent()

Trainer
+Name
+aTeam
+switchPokemon()
+useMove()

Moves
+PP
+Name
+Damage
+DamageMatrix

Opponent
+DoDamage()
+GiveBadge()