Project Document-2

Activity Diagram and State Diagram

Turn Based Strategy Console Game
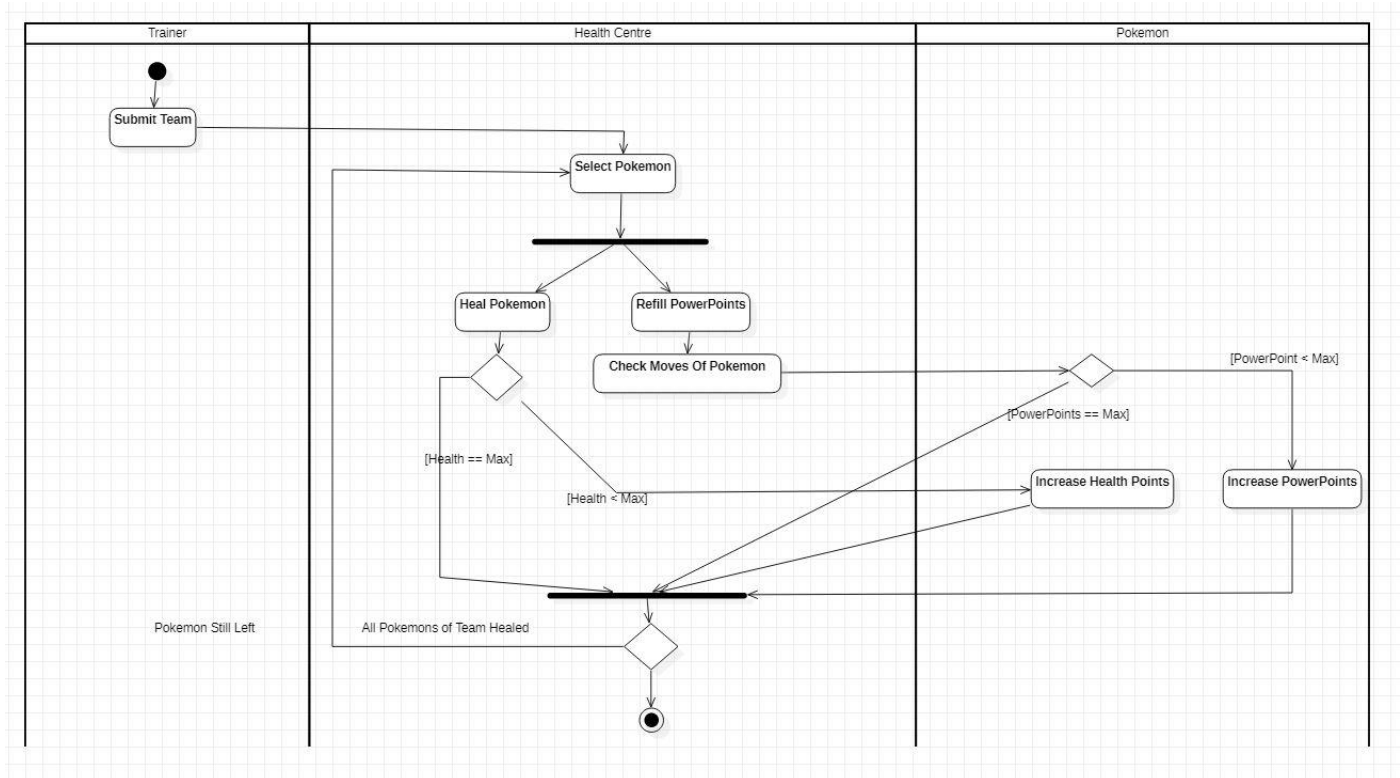
B R Pratheek   -   PES1UG19CS101

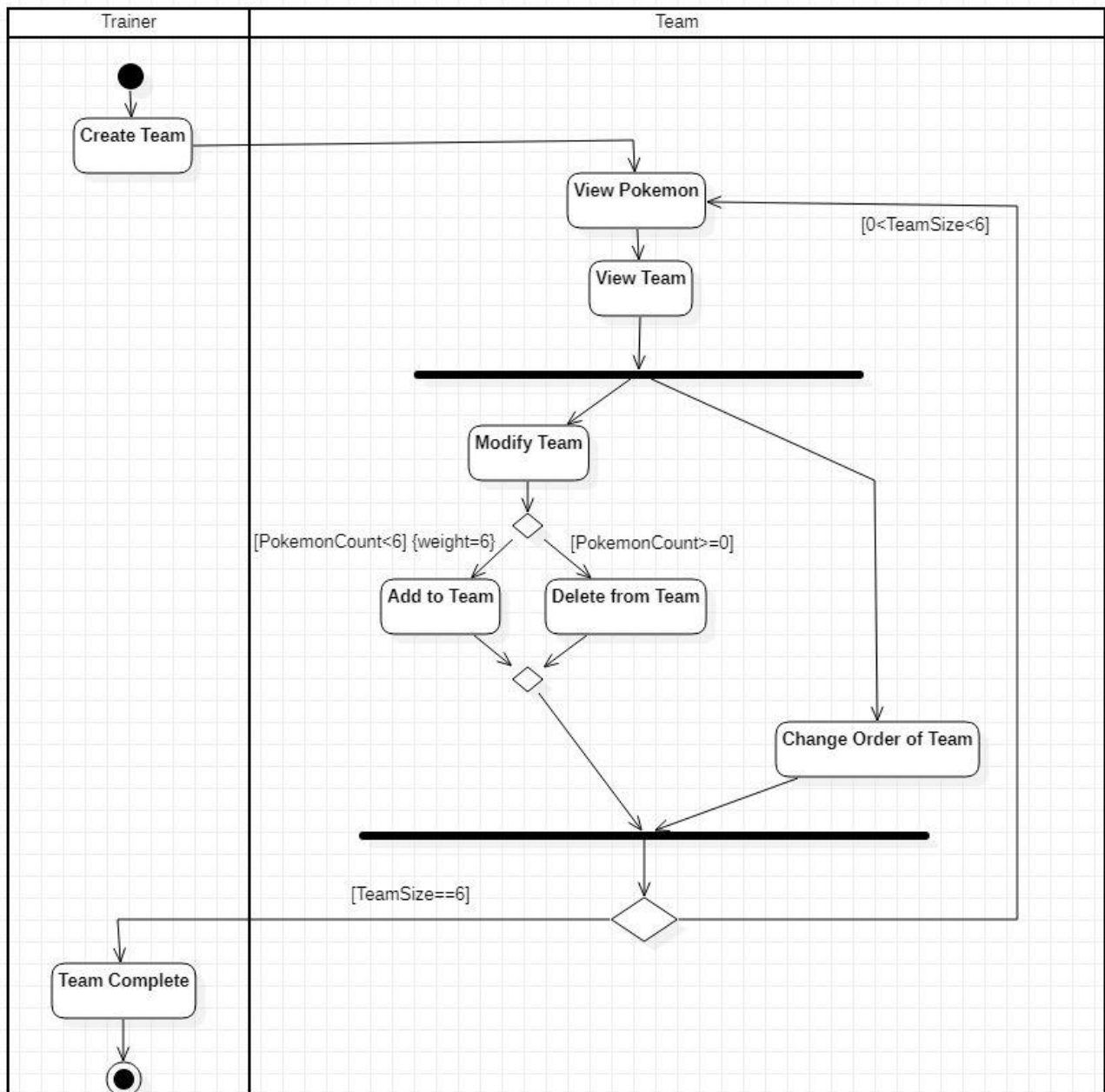### Chandradhar Rao - PES1UG19CS123

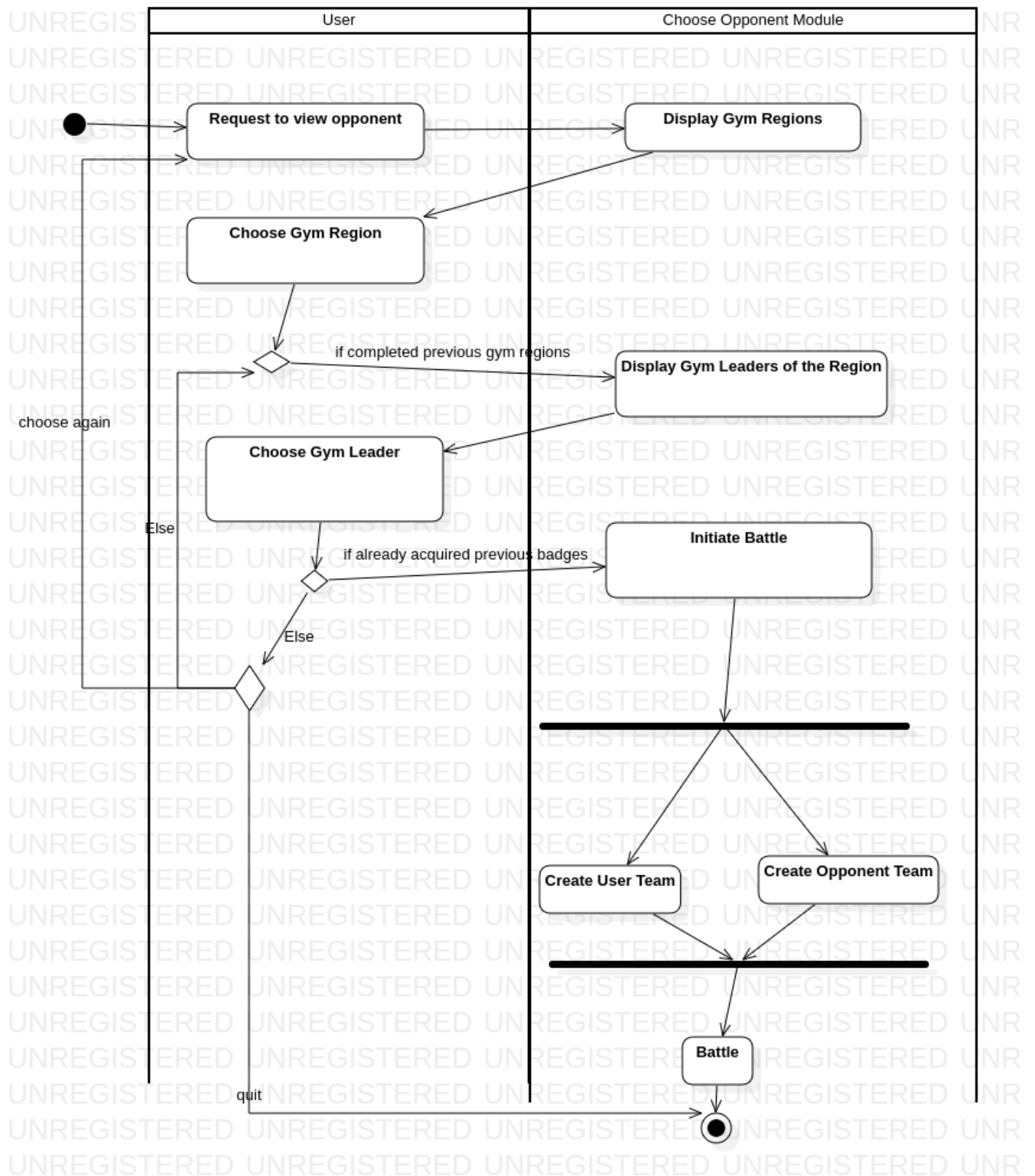### Darshan Madesh - PES1UG19CS130

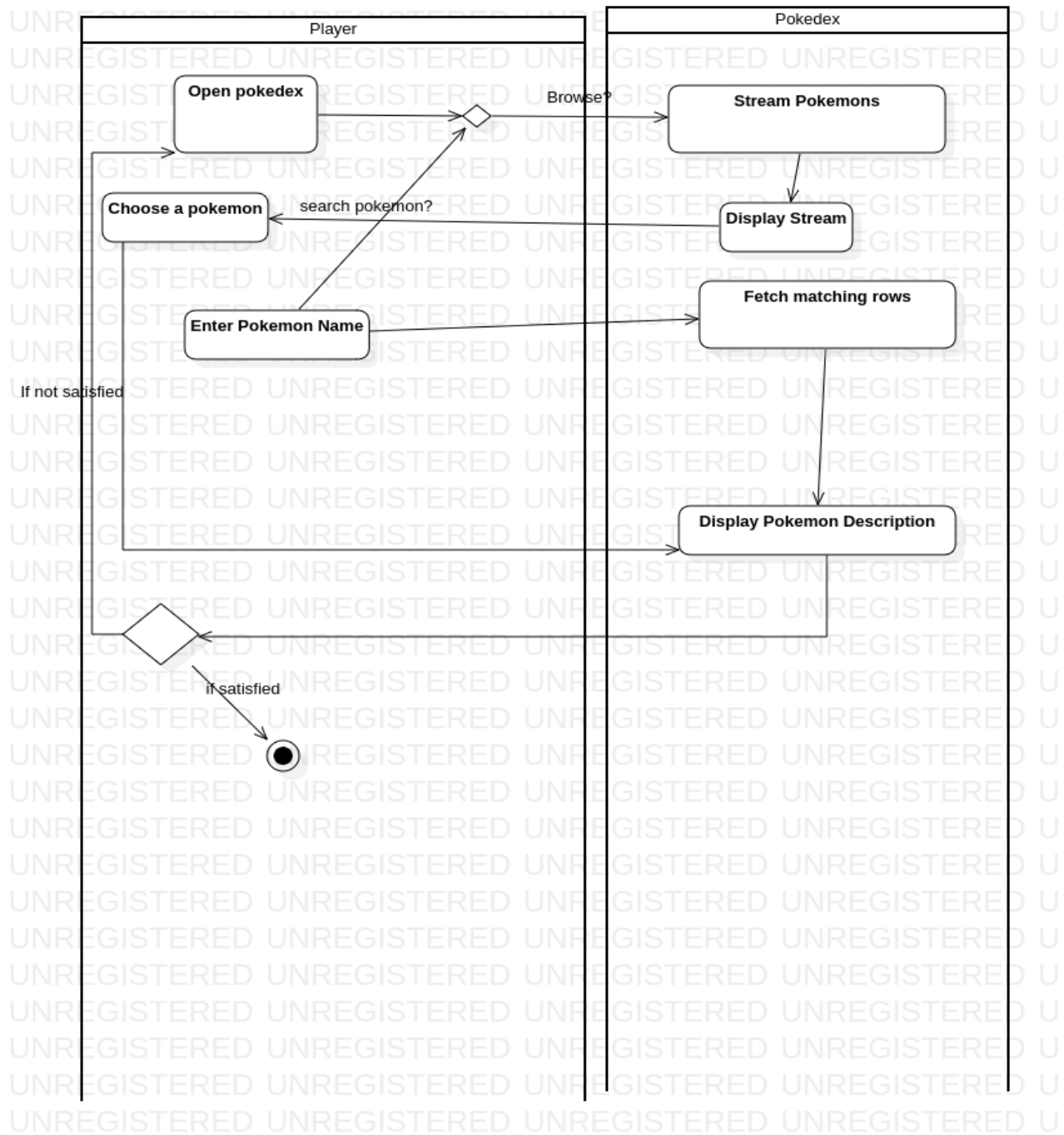## Activity Diagrams

Activity diagram for Healing a Pokemon:

Activity diagram for Create Team:

Activity diagram for Choose Opponent:
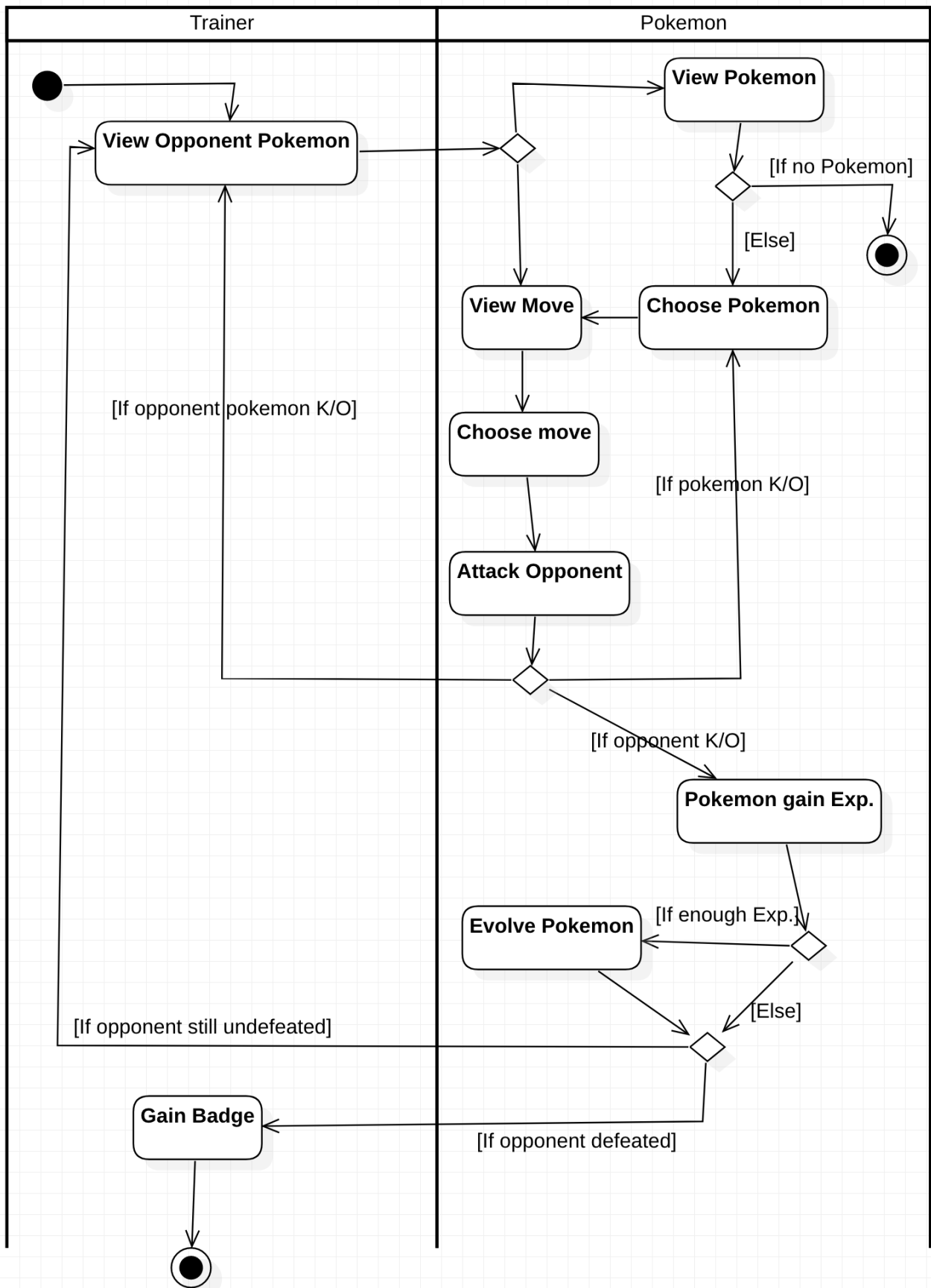
User	Choose Opponent Module

Request to view opponent → **Display Gym Regions**

Choose Gym Region

if completed previous gym regions → **Display Gym Leaders of the Region**

Else

choose again

Choose Gym Leader

if already acquired previous badges → **Initiate Battle**

Else

Create User Team   **Create Opponent Team**

Battle

quit

Activity diagram for View Pokedex:

Activity diagram for Battle:

Trainer	Pokemon

View Opponent Pokemon

View Pokemon

[If no Pokemon]

[Else]

View Move

Choose Pokemon

[If opponent pokemon K/O]

[If pokemon K/O]

Choose move

Attack Opponent

[If opponent K/O]

Pokemon gain Exp.

[If enough Exp.]

Evolve Pokemon

[Else]

[If opponent still undefeated]

Gain Badge
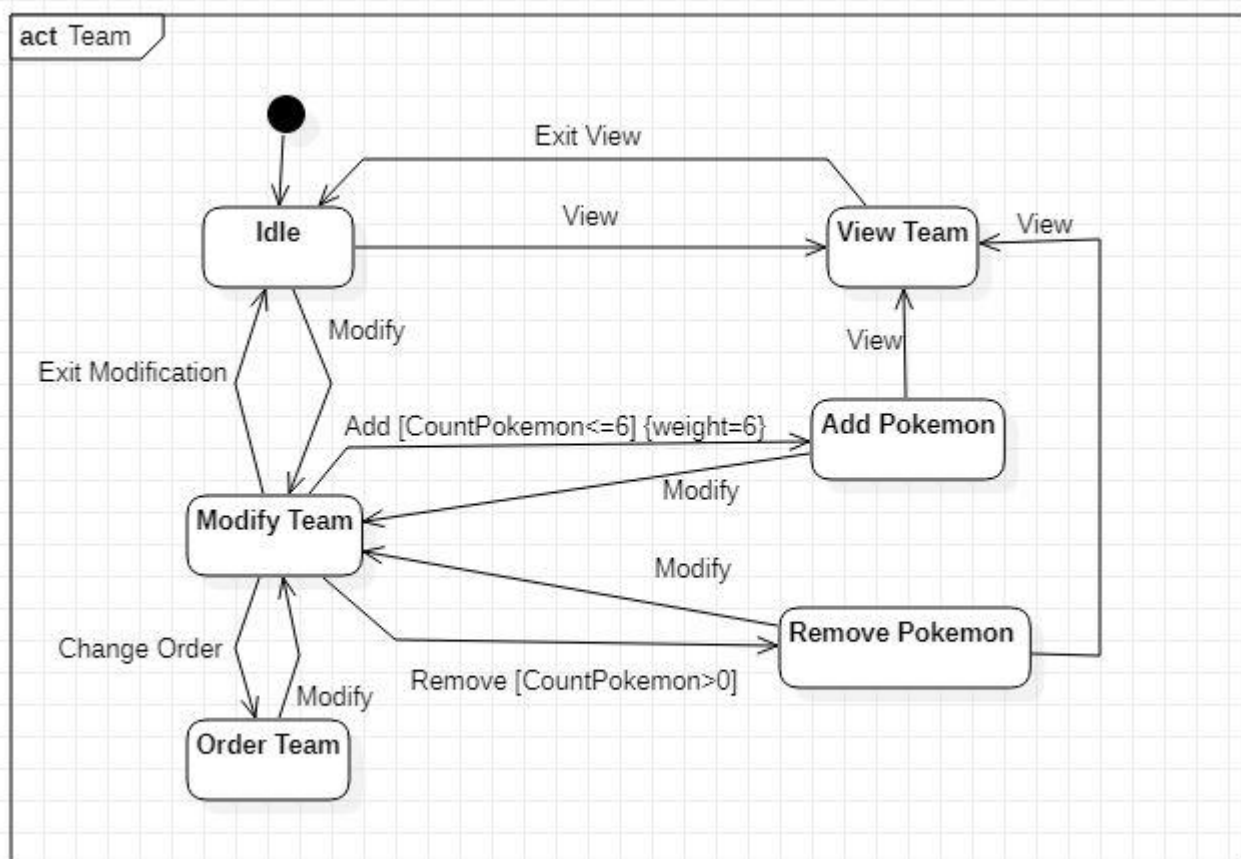
[If opponent defeated]

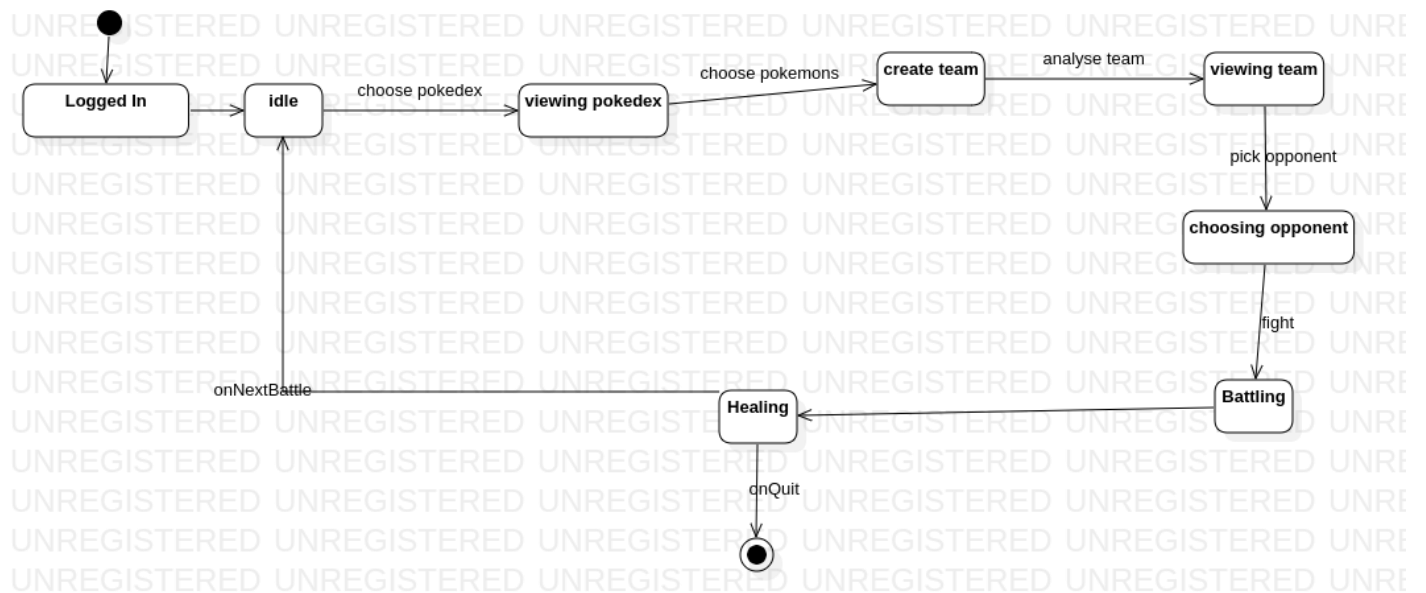Activity diagram for Create User:
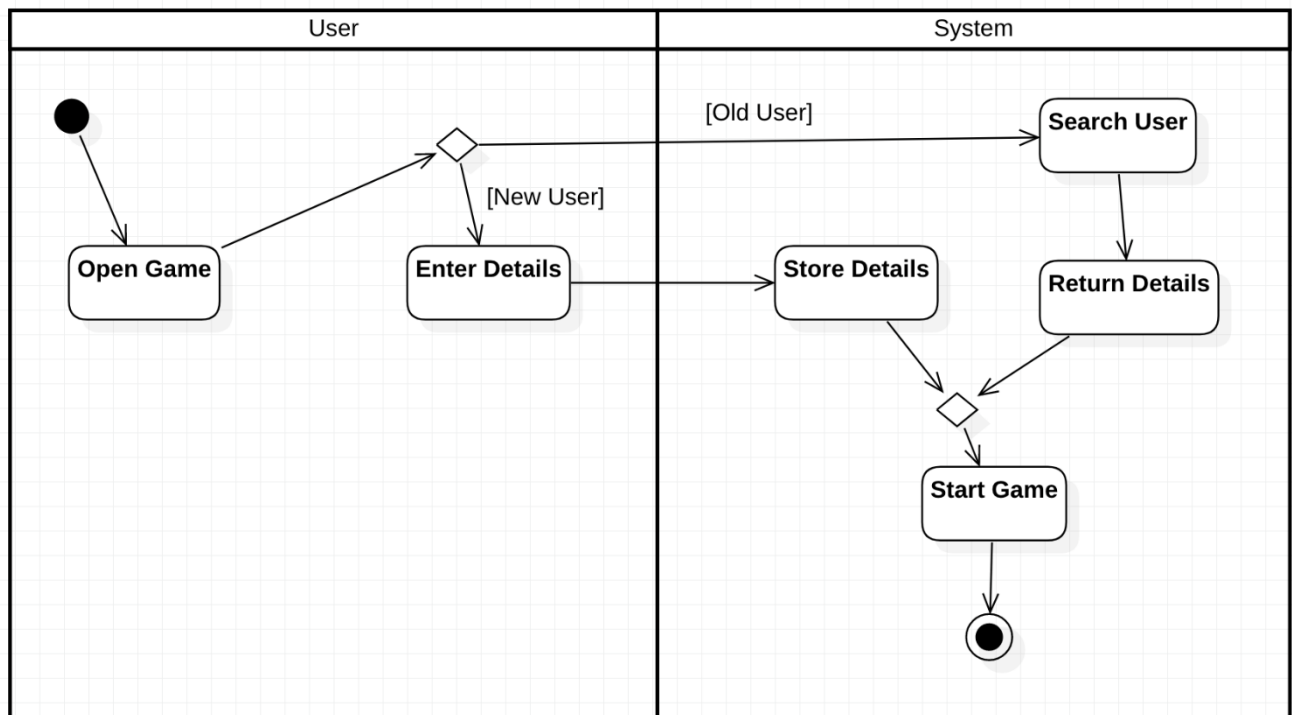
State Diagram:

State Diagram to create team:

State Diagram to choose opponent:

State Diagram for Pokemon: