

Document for the grading team

1. To play our pokemon game, the grader will begin by entering the names of players that are going to be playing the game.
2. The code will create a csv for each player name that is entered
3. The grader will then be asked to select the two active players who will be playing
4. The two players will start off with 3 candies and and be awarded a random pokemon into their file
5. There will be options to be able to view the users pokemons
6. The user will later be asked to play a minigame which can give more pokemons and more candies
7. Throughout many of the menus, the user can be able to skip certain steps in order to be able to make the game play go faster.
8. The game will progress and allow for leveling, we feel the leveling guidelines were inaccurate in the instructions so we modified them to be more fitting for a TRUE pokemon fan.
9. These modifications allow for a better differentiation for CP calculations and Level calculations
10. As long as the numbers and names of players are entered correctly, there should be no errors and the game should finish through

Some suggestions for the grading team

- PokeList.csv is the data file name that we got data from, no modifications were made
- Make sure that the names you enter for files do not already exist within your testing environment for example if chase.csv already exists in the testing environment and you try to enter chase as a player name the program will crash because there is already a corresponding csv file for this player
- Also there are time delays in the program so please be patient
- The program is also case sensitive so be aware when inputting data

There were only two of us me(Chase) and Alan that actually contributed meaningful work for this project. Please take this into consideration when grading.