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| http://oyster.ignimgs.com/wordpress/stg.ign.com/2013/01/Pokemon-G1-610x322.jpg  **Project 1**  <Pokémon Game> | Connor Kelley  05/15/15  CSC 5 - 43952 |

**Introduction**

Title: Pokémon Game

In this game, the object is to battle different monsters to gain experience and eventually level up if enough experience is accumulated. The ultimate goal of the game is to get to a high enough level, and to get your pokemon to a strong enough strength to be able to take on the world of pokemon with ease. This is a turn based battle game. The user is allowed to opportunity to attack the foe but then the foe is allowed to attack the user.

**Summary**

**Description**

**Flow Chart**

**Pseudo Code**

**Major Variables**

**Must use:**

* **Arrays (2d)**
* **Various data types**
* **File io**
* **Io manipulation**
* **Random int**
* **Pointer?**
* **IF**
* **Loops**
* **Functions**

**Program**