PartyMember

PartyMember

- _id : int
- _pokedex_num: int
- _nickname : str
- _in_party : bool
- _weight : float
- _height : float
- _source : str
- _date_acquired : datetime
- _item : str
- _json: dict

+ id(): int
+ pokedex_num(): int
+ nickname(): str
+ nickname(new_name: str): None
+ in_party(): bool
+ weight(): float
+ height(): float
+ description(): abstract
+ source(): str
+ date_acquired(): datetime
+ held_item(): str
+ held_item(new_item: str): None
+ member_type(): abstract
+ to_dict(): abstract
- _rand_weight(): float
- _rand_height(): float
- _validate_int(int): None
- _validate_string(str): None

PartyManager

- _player_name : str
- _ID: int
- _party : dict
- _pc_pokemon : dict
- _total_steps: int
- _filepath: str

+ to_dict(): dict
+ create_member(
      member_type: str,
      pokedex_num: int,
      source: str,
      nickname: str,
      item: str,
      ability: str,
      json: dict): None
+ move_to_party(id: int): bool
+ move_to_pc(id: int): bool
+ release_party_member(id: int): bool
+ release_pc_pokemon(id: int): bool
+ walk(steps: int): None
+ add_xp_to_pokemon(id: int, xp: int): None
+ get_members_by_elemental_type(types: tuple): dict
+ get_all_members_by_elemental_type(): dict
+ get_member_by_id(id): PartyMember
+ get_all_party_members(): PartyMember [ ]
+ get_all_pc_members(): PartyMember [ ]
+ get_all_members(): PartyMember [ ]
+ get_member_by_type(type: str): PartyMember [ ]
+ display_members(): None
+ get_stats(): PokeStats
- _read_from_file(): None
- _write_to_file(): None
- _total_per_elemental_type(): dict
- _validate_string(str): None
- _validate_pokedex_number(int): None
- _display_4_column_line(): str

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Pokemon

- _next_level_xp: int
- _current_level_xp: int
- _ability : str
- _elemental_type : tuple
- _attack : int
- _speed : int
- _defense : int
- _total_hp : int
- _current_hp : int
- _is_KO: bool
- _moves : list

+ moves(): list
+ xp_till_next_level(): int
+ level(): int
+ ability(): str
+ elemental_type(): tuple
+ attack(): int
+ speed(): int
+ defense(): int
+ total_hp(): int
+ current_hp(): int
+ is_KO(): bool
+ description(): str
+ use_move(move_index: int): None
+ display_moves(move_index: int): None
+ add_xp(xp_increase: int): None
+ heal(hp_increase: int): None
+ damage(hp_decrease: int): None
+ member_type(): str
+ to_dict(): dict
- _level_up(): None
- _knock_out(): None
- _rand_base_xp(): int
- _rand_xp_level_up_multiplier(): float
- _rand_battle_stat(): int
- _rand_base_hp(): int

Egg

- _steps_required : int
- _steps_remaining : int
- _hatched: bool

+ steps_required(): int
+ steps_remaining(): int
+ add_steps(steps: int): None
+ description(): str
+ hatched(): bool
+ to_dict(): dict
+ member_type(): str
- _rand_steps(): int

PokeStats

- _total_by_type : dict
- _total_eggs : int
- _total_KO : int
- _total_steps: int

+ to_dict(): dict
+ get_total_by_type(): dict
+ get_total_eggs(): int
+ get_total_KO(): int
+ get_total_steps(): int

- _rand_base_hp(): int
- _rand_move_set(): tuple
- _display_3_column_line(): str