1. Planning your dialogue, creating a protype.

Welcome to Pokemon!

Please choose your pokemon:

**Array of 6 pokemon**

Start battle? **Yes** or **No**

Input [**yes**]

Go! (Pokemon)!

“What will (Pokemon) do?”

Options: **Fight**, **Pokemon**, **Run**

If **fight**

**4 move options**

“(Pokemon) used…”

If HP low

“Wild (Pokemon) fainted!”

If **pokemon**

Choose a pokemon.

If [**choose** **pokemon**]

Do what with this PKMN

Options: **Shift**, **Cancel**

(Pokemon)! That’s enough! Come back!

If **run**

“Got away safely!”

1. Input files and output files.

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Charmander-

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Squirtle-

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Pikachu-

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Input:

Charmander moves

* Ember – Power 40 – Accuracy 100 – PP25
* Flamethrower – Power 90 – Accuracy 100 – PP15
* Blast burn – Power 150 – Accuracy 90 – PP5
* Scratch – Power 45 – Accuracy 70 – PP35

Squirtle moves

* Tackle – Power 50 – Accuracy 100 – PP35
* Water Gun – Power 40 – Accuracy 100 – PP25
* Hydro Pump – Power 110 – Accuracy 80 – PP5
* Bite – Power 60 – Accuracy 100 – PP40

Bulbasaur moves

* Tackle – Power 50 – Accuracy 100 – PP35
* Vine Whip – Power 45 – Accuracy 100 – PP10
* Cut – Power 50 – Accuracy 95 – PP30
* Solar Beam – Power 120 – Accuracy 100 – PP5

Pikachu moves

* Thunder Shock – Power 40 – Accuracy 100 – PP30
* Quick Attack – Power 40 – Accuracy 100 – PP30
* Thunder – Power 110 – Accuracy 70 – PP10
* Thunderbolt – Power 90 – Accuracy 100 – PP15

Machop moves

* Karate Chop – Power 50 – Accuracy 100 – PP25
* Cross Chop – Power 100 – Accuracy 80 – PP5
* Smack Down – Power 50 – Accuracy 100 – PP15
* Dynamic Punch – Power 100 – Accuracy 50 – PP5

Scyther moves

* Quick Attack – Power 40 – Accuracy 100 – PP30
* X-Scissor – Power 80 – Accuracy 100 – PP15
* Hyper Beam – Power 150 – Accuracy 90 – PP5
* Wing Attack – Power 60 – Accuracy 100 – PP35

Magikarp moves

* Splash – Power 0 – Accuracy 0 – PP40

Pidgey moves

* Tackle – Power 50 – Accuracy 100 – PP35
* Wing Attack – Power 60 – Accuracy 100 – PP35
* Steel Wing – Power 70 – Accuracy 90 – PP25
* Hurricane – Power 110 – Accuracy 70 – PP5

1. Input Variables:

String[] pokemon;

/\* input variables for interactive dialogue \*/

String yBattle, nBattle //Battle or quit

String fight, pokemon, run //Option for the battle

String (for every instance of attack) // for attacks

int power // attack points

int acc // accuracy of attack

1. Output Variables

String pokName; // Name of pokemon