Artificial Intelligence:

The Pokémon Purple artificial intelligence engines will be strategically designed to offer users an opportunity to engage in Pokémon battling fun whether they are time hardened veterans or pathetic noobs. The game will include two artificial intelligence engines of differing levels of difficulty.

The first AI engine will be the perfect opponent for novice player looking for a good time. This AI will randomly select its Pokémon for each battle. During the game the AI will randomly select from its available moves and attack its opponent, dealing potentially deadly blows. The AI will continue randomly attacking until it has either won or lost the battle.

The second AI will be designed to face more sophisticated opponents. This AI will begin by selecting its Pokémon sophistically at random. Once the Battle has begun the Ai will size up its opponent and determine what moves might be most effective based on their opponents type, and the types of each available move. The AI will always most likely choose the most effective move available, and continue doing so until the battle is either one or lost.