

# PokéScript

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POKEMON THEMED

Lv7

HP

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Static Typing

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Read Only Vars

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Type Inference

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Pokelist (arrays)

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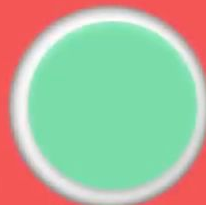
Pokedex (maps)

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Language Features



## Javascript Type

String

Number

Int

Boolean

## PokeType

NORMAL

POKESTRING

GRASS

POKEFLOAT

WATER

POKEDOLLAR

FIRE

CAPTURE

# Code Example

```
train Pokemon {  
  starter (pokestring name, pokedollar level, pokestring type) {  
    pokestring this.name = name  
    pokedollar this.level = level  
    pokestring this.type = type  
  }  
  ability getType() -> pokestring {  
    return this.type  
  }  
  ability run() {  
    return "got away safely!"  
  }  
}
```

```
Pokemon pikachu = new Pokemon("pikachu", 13, "electric")
```

```
pika pikachu.getType()
```

```
Pokemon ditto = new Pokemon("ditto", 3, "normal")
```

```
Pokemon mew = new Pokemon("mew", 77, "psychic")
```

```
[Pokemon] pokedex = [pikachu, ditto, mew]
```

```
pika pokedex
```





THANK YOU

<https://github.com/georgeh02/PokeScript/>