Chrystian Gooding

Part1

Is this a fair game of chance between the you and the computer to see who can reach 10 hits first?

Combat in the game will be based off super effective, effective and blocked.

To progress in the game you will have to either knock out both of the opposite sides pokemon by either reduction their life points to zero. Or by stalling until the users points for attacking/blocking or at which then the game will end.

Part2

As a Player I want to be able to have a rematch without restarting the code.

As a Player I want to have information on each pokemon choice available.

As a Player I want to Be able to switch between pokemon at any time during the match once both are alive.