PDF Document

---All problems/solutions discussed can be found in the skeleton_of_CIRA.py file---

Joseph Hartner

The problem I went out to solve was the Poke and ItemCatalog classes in our code. These classes read a specific file (itemlist.csv, and pokelist.csv) and break each row up where the class can read each line and define certain values to what is in the .csv files. I figured out that these classes will help define specific values we want the code to run. If we gave the player the option to choose (which we are in the process of making) it would make the game more enjoyable, and completely random.

The specific modules for our game are mixer from pygame, sleep from time, and csv to read .csv files.

Mary Waller

The problem I worked on was the attack() function and trying to figure out how to best implement attacks and the reduction to hp. I was able to identify the effectiveness of each poke by type and the corresponding impact to hp. My next step is to connect attack() with battle(). I want to change damage based on which attack is selected. I also want hp to update based on which item is selected. I then want both attack() and battle() connected to another function that identifies the outcome of the battle and ends the program. My specific solution does not require additional modules yet.

Henry McCormack

The problem I worked on was the (incomplete) battle loop, the main issue I ran into was how can I let the user navigate in a natural way without overcomplicating the code. Aric helped by suggesting a helper function to determine if the user's input is within the list of attacks/items in order to simplify the function. As of now the only way to go back is to give an incorrect input, I hope to address this minor issue when the rest of the game is more functional