Pokémon Game Documentation



Card Class

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The card only involves a getName() and setName() method, because each card type is a class itself inheriting the Card class. They are all cards but different types. The parameter setName allows each card to have a name with the parameter n or (name)

Trainer class

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This is the overall trainer class that extends card. It gives every trainer an id and badges.

Energy class

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Player class

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So I kept running into an error when I was trying to use stuff from the player class in the card game class and stuff from the card game class in the player class so it turned into a big mess, but you see here that’s just how a pokemon card would be picked in that method as well as a bunch of random additions to access private variables that didn’t fully work.

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Here are more methods. Just a method to get the name of the player as well as a drawHand method within player since the one I tried to use wasn’t working. Then the handed method literally hands the player’s cards in hand. This is unfinished, but the logic wasn’t logic-ing so I just did what I could.

Pokemon class

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Pokemon attackable interface

A screen shot of a computer code

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My pokemon:

Eevee class can be found under Eeeve.java.

Like all other pokemon, it inherits the Pokémon class and implements the Attackable interface.

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A computer screen shot of a code

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Then there’s Bulbasaur which can be found under Bulbasaur.java.

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Jigglypuff class

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Pikachu class

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Then we have trainers.

Professor’s Research Trainer:

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Youngester trainer

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Energy types

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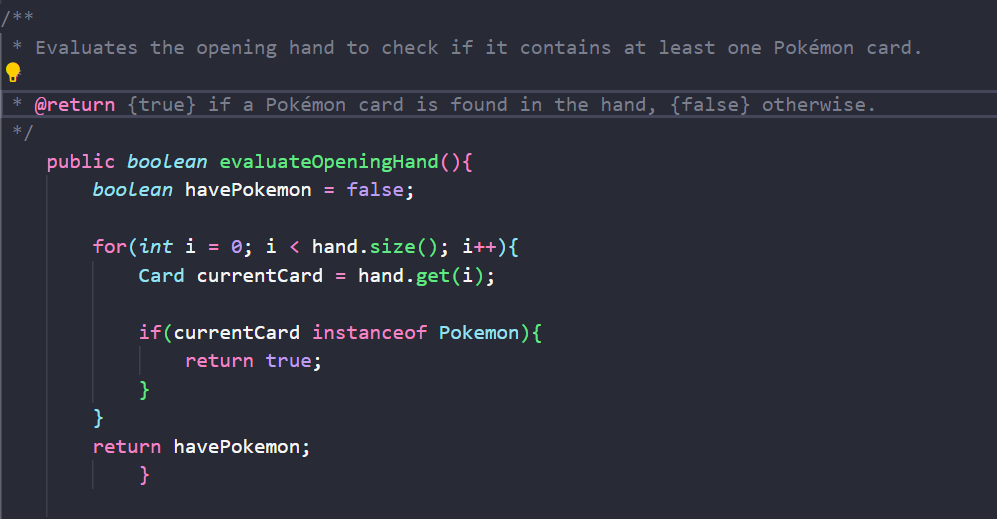
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Card game important methods

A computer screen shot of a code

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My attempt at making the classes work together through players from the Player class in Card game. I know the switch statement wasn’t the best approach nor did the inheritance through private variables work but it was an attempt…. Like determine action would pick a random action 1-5 from the switch case for the player. The actions being showing the hand to the player (what’s in their hand at the moment), drawing a card, attacking and making sure there’s a Pokémon to attack with, attaching an energy card and getting a new hand. Finally, there’s skipping a turn.



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It’s not finished, but in a world where it was finished, Pikachu, Eevee, Bulbasaur and Jigglypuff would win every battle from my hand. Basically, an attempt to make a result without a huge if-statement monster and much object-oriented programming would occur.