

Pokemon Java Game

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Game: Pokemon

Game Explanation:

The objective of Pokemon is simple, defeat all three of the opponents Pokemon before they defeat yours. Each turn, the faster Pokemon between you and your opponent gets to choose between 4 different moves depending on the Pokemon. Once a move has been selected, that active Pokemon will use that move, ending its players turn, and starting the opponents. Once a Pokemon has reached 0 HP, that Pokemon is swapped out for the next Pokemon. When one player has no remaining Pokemon, that player loses the game.

Move Types:

Damaging moves can deal damage to the enemy Pokemon depending on the effectiveness and power of the move. Effectiveness is determined based on the type of the move (ex. fire, water, etc.) and the type of the opponent. The effectiveness chart can be found [here](#).

Healing moves can heal your own active Pokemon by a set amount, increasing your HP. Healing moves cannot increase your Pokemon's HP higher than its original "max" HP.

Status moves can deal damage, but can also cause a specific status to be set on your opponent. Status may include frozen or asleep (unable to move), poisoned or burned (take damage each turn), paralyzed (small chance of being unable to move).