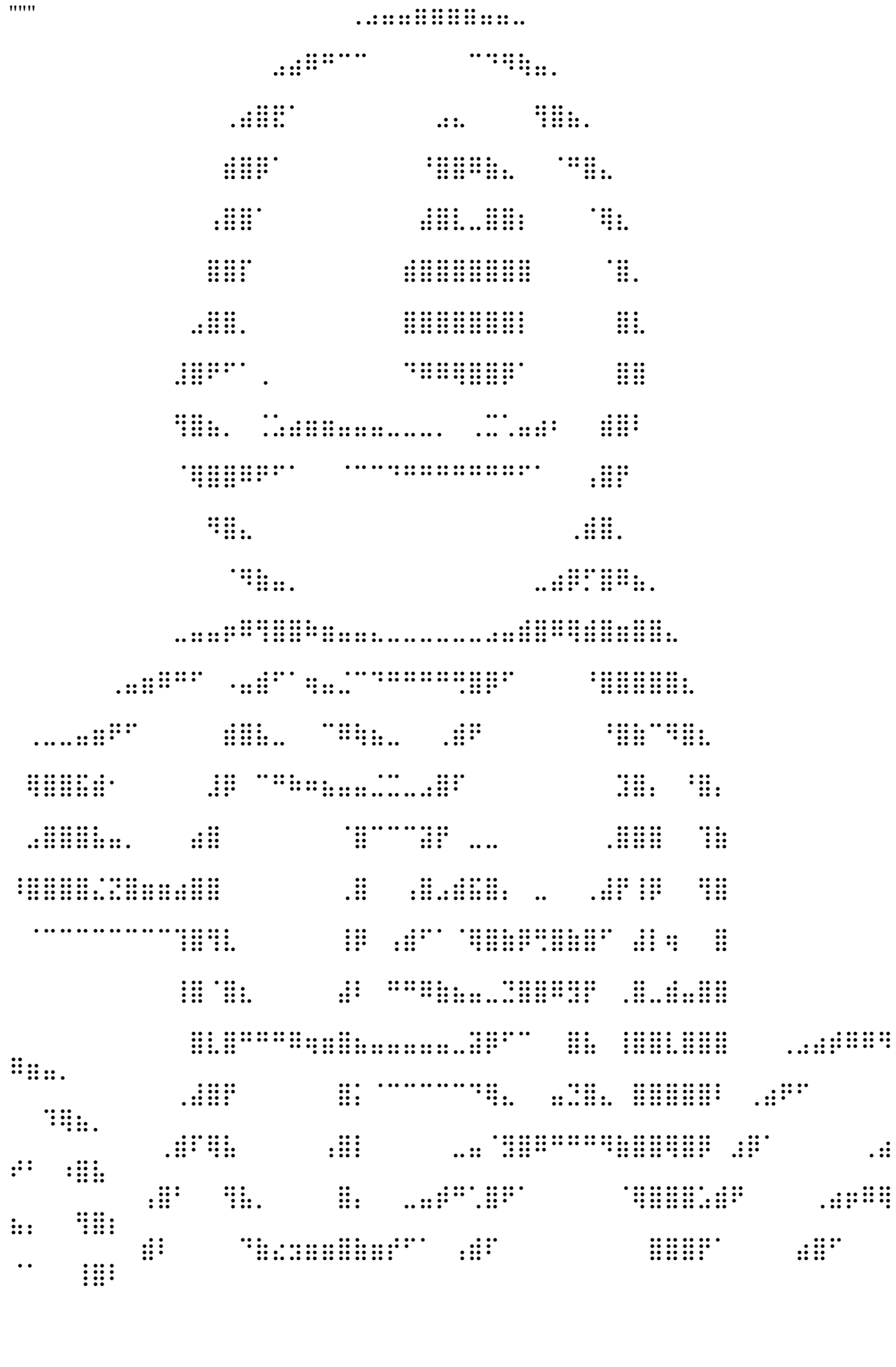
Código en Github: https://github.com/luismarrer/aprende-python/blob/main/parte_2_python/combate_pokemonv2.py

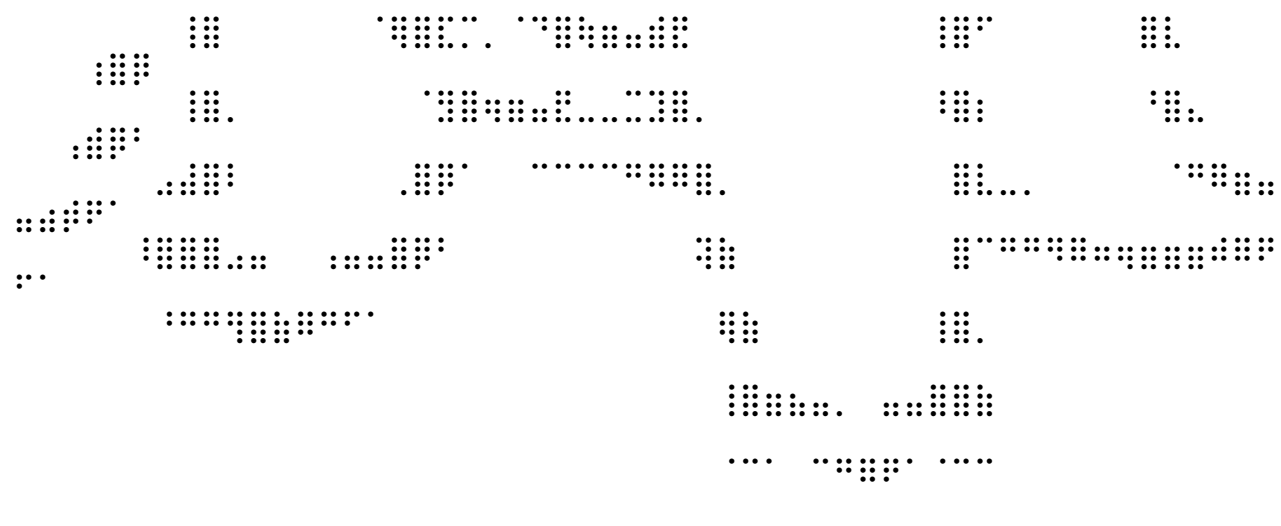
Código (confío que el ASCII art se mantenga):

```
from random import randint
import os
import readchar

PIKACHU = """          .    .         .            .                 .  .
  .                          .        .   .        .....
                    .                     .     ....:@@# .  .
         .                      .          .    ..-%%@@#
   .                     .                ...   #%***@@#
.           .           .           .        .....-@#**@@@@#
                     .           .        . .....-@#**@@@@# .
     .:-------. ..........          .           ....:=+.=*@@@@%+.  .
     .#@######****-.......                           ...:+:..:-@@@@=..    .
.  .. ...%@%***********+..... ... .      .    ..    ..==...::::@@@=        .
       @@@@@@@@#**=....-=++=.......        .   ......--...::::*#@=.
       .-##%@@@@@*........:==-.:..            .....=:..::::::@%.. .   .
        .  -+@@@@*:::::::::::-=--.........    ..--:..:::::-=+=..  .
          ..:--#+::::::::::::::-+++:..... .....==..:::::-=%....  .    .
          ... ..-#@*:::::::::::::::=*#@@@@@@@:-#:..::::::-=@....
 . .        .  .....=@@+::::::::=++=........::=++:.::::::-*+...
...            ........=##*=--==-:...........::::::::--=**  .
.........   .             ..-%=-::::.........::::::::::--=%:..
---.......    .           ..*+-.::.::......::::::::::::::--=++.        ..
...-=++:...................--.::.::.::.::::::::::::::::::::%#..   .  .
.......=====............-=.::.::.::..::::::::::::::::::::::-@....   .
::....::::::====-::::....:--:::::::: :::::::::::::::::::::::*#@--..
+-..::::::::::::::::++++-:::::::::::::::::::::::::::::::::::-@%..        .
+=..::::::::::::::::::::+#@#:::::::::::::::::::::::::::::::::--#- .    .
.:-.:::::::::::::::::::::::-#@*:::::::::::::::::::::::::::::-+*@= ..      .
.:+.::::::::::::::::::::::::::+@::::::::::::::::::::::::::::-++*@=.  .
.:+.::::::::::::::::::::::::::+@:::::::::::::::::::::::::::-=#***-       .
...-:.::::::::::::::::::::::::*+-::::::::::::::::::::::::::*##@%..     .
...+-.:::::::::::::::::::::::@*:::::::::::::::::::::::::::-+##@....
...+-::::::::::::::::::::::::%*::::::::::::::::::::::::::::++.............
...+**************+===-:::::=#--=--========---:::::::::::::::::-+++----++::::..
....... .        ..-*--::::++***+**#****##***+++=-::::::::::::::----------.
                 .*=.::---:@%*++####***#******###*+=-:::::::::::::::::::**..
        .   . ....*=.----+*=++**+*############*++=::::::::::::::::::::::::#:
          ...=*:::----+***%%%%@+:::::::::::::::::::::::::::::::::::::::++..
      .      ...-==::-----------=**-::::::::::::::::::::::::--++-------==+==..
   .         ...*####%%%%*=-===#*=::::::::::::::::::::::::::----%@%%%%%%%%-:-.
 .           .......-*:+@++++*@##########*+++:::::::::::-------%#........... .
             .......-+@%#*##@%*#*#############+=::-----------%#.........
        ..       .:+%*####%##################**+=------------##..   .. . .
                 .*#%%###*##%%=================-------------=+*..
                 .*+==+@@#####%*---------------------------=@
```

"""
SQUIRTLE =
"""





"""
OBSTACLE_DEFINITION = """\

  #########

         #################
         ############
         #####
            ######
          ################

    ########   ##################

        ###########   \
"""
POS_X = 0
POS_Y = 1
USER = " @"
POKEMON_TRAINER = " *"
MAP_WIDTH = 45
MAP_HEIGHT = 18
TRAINERS = 2
VIDA_INICIAL_PIKACHU = 80
VIDA_INICIAL_SQUIRTLE = 95
TAMANO_BARRA_VIDA = 20
ATACKS = ["B", "C", "O", "N", "S"]

obstacle_definition_map = [list(row) for row in OBSTACLE_DEFINITION.split("\n")]

def battle():
    vida_pikachu = VIDA_INICIAL_PIKACHU

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    vida_squirtle = VIDA_INICIAL_SQUIRTLE
    # Se desenvuelven los turnos del combate
    while vida_pikachu > 0 and vida_squirtle > 0:
        os.system("clear")
        # Turno de Pikachu
        # Pikachu back ASCII art
        print(PIKACHU)
        print("Turno de Pikachu")
        ataque_pikachu = None
        while ataque_pikachu not in ATACKS:
            ataque_pikachu = input("¿Qué ataque deseas realizar? [B]ola voltio, [C]arga, "
                                   "[O]nda Trueno, [N]ada, [S]alir del combate: ").capitalize()
        if ataque_pikachu == "B":
            # Bola voltio
            print("Pikachu ataca con Bola Voltio")
            vida_squirtle -= 10
        elif ataque_pikachu == "C":
            print("Pikachu ataca con Carga")
            vida_squirtle -= 13
        elif ataque_pikachu == "O":
            print("Pikachu ataca con Onda Trueno")
            vida_squirtle -= 11
        elif ataque_pikachu == "N":
            print("Pikachu no hace nada...")
        elif ataque_pikachu == "S":
            break

        if vida_squirtle <= 0:
            vida_squirtle = 0
            break
        barra_de_vida_pikachu = int(vida_pikachu * TAMANO_BARRA_VIDA /
VIDA_INICIAL_PIKACHU)
        print("Pikachu: [{}{}] ({}/{})".format("*" * barra_de_vida_pikachu,
                                               " " * (TAMANO_BARRA_VIDA - barra_de_vida_pikachu),
                                               vida_pikachu, VIDA_INICIAL_PIKACHU))

        barra_de_vida_squirtle = int(vida_squirtle * TAMANO_BARRA_VIDA /
VIDA_INICIAL_SQUIRTLE)
        print("Squirtle: [{}{}] ({}/{})".format("*" * barra_de_vida_squirtle,
                                                " " * (TAMANO_BARRA_VIDA - barra_de_vida_squirtle),
                                                vida_squirtle, VIDA_INICIAL_SQUIRTLE))
        input("Enter para continuar...\n\n")
        os.system("clear")

        # Turno Squirtle
        # Squirtle ASCII art
        print(SQUIRTLE)
        print("Turno Squirtle")

        ataque_squirtle = randint(1, 3)
        if ataque_squirtle == 1:
            print("Squirtle ataca con Placaje")
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```
            vida_pikachu -= 10
        elif ataque_squirtle == 2:
            print("Squirtle ataca con Pistola Agua")
            vida_pikachu -= 12
        elif ataque_squirtle == 3:
            print("Squirtle ataca con Burbuja")
            vida_pikachu -= 9
        if vida_pikachu < 0:
            vida_pikachu = 0
        barra_de_vida_pikachu = int(vida_pikachu * TAMANO_BARRA_VIDA /
VIDA_INICIAL_PIKACHU)
        print("Pikachu: [{}{}] ({}/{})".format("*" * barra_de_vida_pikachu,
                                        " " * (TAMANO_BARRA_VIDA - barra_de_vida_pikachu),
                                        vida_pikachu, VIDA_INICIAL_PIKACHU))

        barra_de_vida_squirtle = int(vida_squirtle * TAMANO_BARRA_VIDA /
VIDA_INICIAL_SQUIRTLE)
        print("Squirtle: [{}{}] ({}/{})".format("*" * barra_de_vida_squirtle,
                                         " " * (TAMANO_BARRA_VIDA - barra_de_vida_squirtle),
                                         vida_squirtle, VIDA_INICIAL_SQUIRTLE))
        input("Enter para continuar...\n\n")
        os.system("clear")
    if vida_pikachu > vida_squirtle:
        print("Pikachu gana!")
        input("Enter para continuar...\n\n")
        return False
    else:
        print("Squirtle gana!")
        input("Enter para continuar...\n\n")
        return True



def main():
    my_position = [2, 0]
    trainer_positions = [[37, 3], [41, 16]]
    while True:
        # Draw game
        # clear old map
        restart_map = False
        os.system("clear")
        print("#" * MAP_WIDTH * 2 + "#" * 2)
        position = None
        for coordinate_y in range(MAP_HEIGHT):
            print("#", end="")
            for coordinate_x in range(MAP_WIDTH):
                to_draw = "  "
                for position in trainer_positions:
                    if coordinate_y == position[POS_Y] and coordinate_x == position[POS_X]:
                        to_draw = POKEMON_TRAINER
                        break
                if coordinate_x == my_position[POS_X] and coordinate_y == my_position[POS_Y]:
```

```
                # combat
                if to_draw == POKEMON_TRAINER:
                    lose_combat = battle()
                    if lose_combat:
                        os.system("clear")
                        exit("Game Over")
                    else:
                        trainer_positions.remove(position)
                        restart_map = True
                        if not trainer_positions:
                            exit(f"Derrotaste a los {TRAINERS} entrenadores. You WIN!!!!!!!!!!!!!")
                to_draw = USER
            if obstacle_definition_map[coordinate_y][coordinate_x] == "#":
                to_draw = "##"
            print(f"{to_draw}", end="")
            if restart_map:
                break
        if restart_map:
            break
        print("#")
    if restart_map:
        continue
    print("#" * MAP_WIDTH * 2 + "#" * 2)
    # Move user
    new_position = None
    direction = readchar.readchar()
    if direction == "w":
        new_position = [my_position[POS_X], (my_position[POS_Y] - 1) % MAP_HEIGHT]
    elif direction == "s":
        new_position = [my_position[POS_X], (my_position[POS_Y] + 1) % MAP_HEIGHT]
    elif direction == "a":
        new_position = [(my_position[POS_X] - 1) % MAP_WIDTH, my_position[POS_Y]]
    elif direction == "d":
        new_position = [(my_position[POS_X] + 1) % MAP_WIDTH, my_position[POS_Y]]
    elif direction == "q":
        exit("Adiós")
    if new_position:
        if obstacle_definition_map[new_position[POS_Y]][new_position[POS_X]] != "#":
            my_position = new_position
if __name__ == "__main__":
    main()
```