Startpokemon: contains all the level 1 info

levelupMove: dictionaries contains added level

Method

* Level up
  + self.HP = self.HP \* 1.2
  + self.attack = self.attack \*1.2
  + self.defense = self.defense \* 1.2
  + self.speed = self.speed \* 1.2
  + self.moves.append(levelupMove[self.name][0]
    - levelupMove[self.name].pop(0)
    - if levelupMove[self.name] == []: print(“you have acquired all the moves”)
* doMove
  + check if the move is an attack move, if so, calculate damage using power
  + if ‘recover’: gainHP based on power
  + if ‘sings’: components can’t move for 2 turns
  + if ‘encore’: opponents uses the previous move for the next 3 rounds
  + if ‘charm’: opponents next move attack power - 30
* check successfulHit

STILL NEEDS TO ADD EXP POINTS

Starting moves

|  |  |  |  |
| --- | --- | --- | --- |
|  | Level 1 | Level 2 | Level 3 |
| Pikachu | nuzzle, quick attack, thunder shock | Spark | slam |
| Chiarizard | air slash, ember, scratch | Slash | Flare blitz |
| Squirtle | Tackle, bite, water gun | Aqua tail | Skull bash |
| Mewtwo | ancient power, confusion, psycho cut | Psystrike | Future sight |
| Gengar | Lick, shadow punch | Sucker punch | Dream eater |
| Eevee | Covet, sand attack, quick attack | Take down | Last resort |
| Magnemite | Tackle, thunder shock | Flash cannon | Thunderbolt |
| Bulbasaur | tackle, vine whip, razor leaf | Take down | Solar beam |
| Charmander | Scratch, ember, fire spin | Flamethrower | Flare blitz |
| Deoxys | Wrap, Pursuit, knock off | Recover | Psycho Boost |
| Golem | Tackle, rock throw, mega punch | Rock slide | earthquake |
| Dewgong | Aqua jet, ice shard, headbutt | Waterfall | Double edge |
| Cleffa | Pound, sing | Encore | Charm |
| Cutiefly | Absorb, fairy wind, struggle bug | Draining kiss | Bug buzz |

Questions:

1. Max speed?
2. How many levels