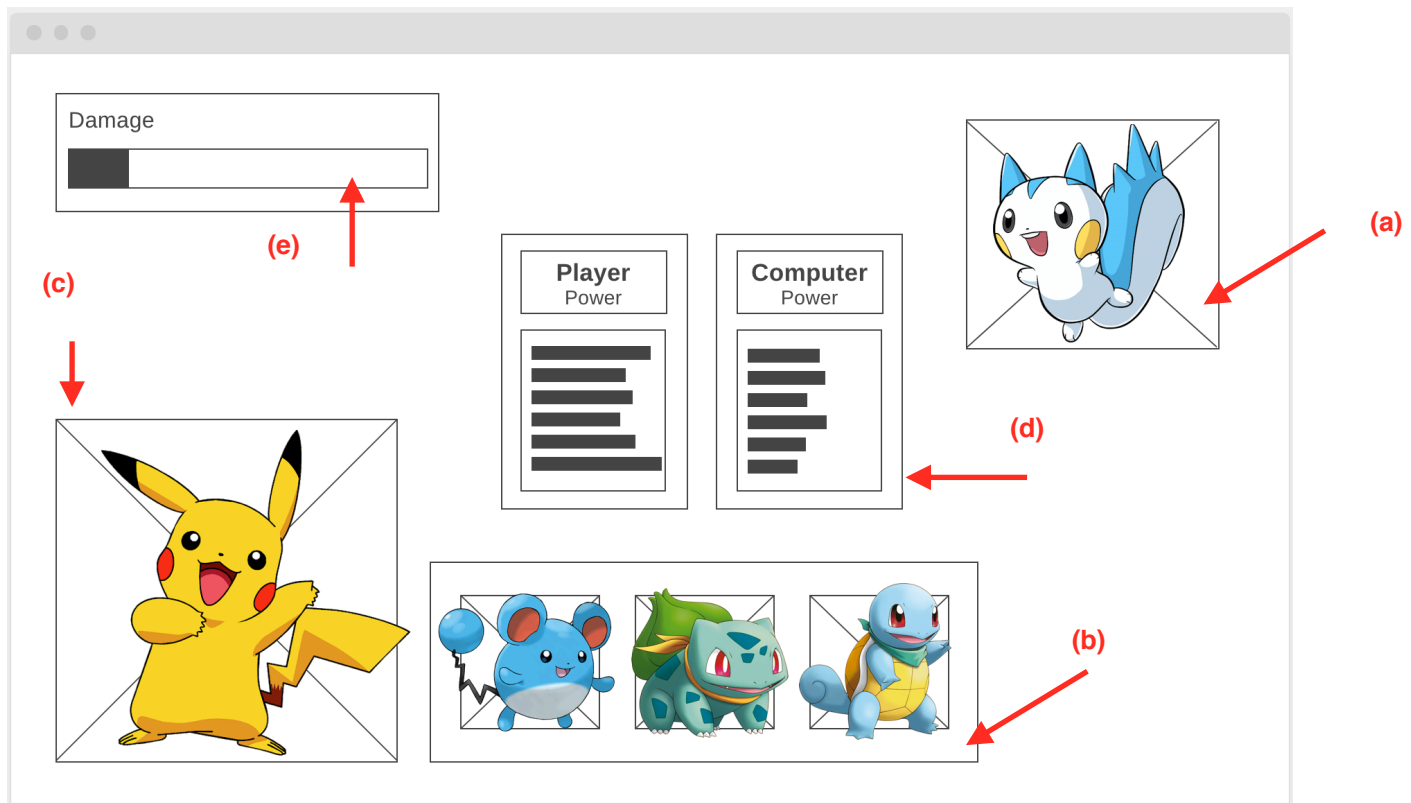# CS1920
Assignment 8
(Game project - GUI and Advanced GUI)

Develop a game (one level), using java GUI components. Following a game scenario, and **the five main compounds should be included in you application**:

1. **Auto-player:**
   The computer will randomly show a Pokemon (see Figure-(a)).
2. **User Interaction:**
   User can selecting a Pokemon to fight the computer generated Pokemon, from their collection (see Figure-(b)). User can select from collection using mouse or keyboard interaction.
3. **User player:**
   The user selected Pokemon should appear in the player fighting zone, a predefined location in the frame. (see Figure-(c)).
4. **Info panel:**
   The power of the player and computer Pokemons, will be shown in a the information panel (see Figure-(d))
5. **Scoring criteria and Score Panel:**
   Based on the Pokemon's power, your application will calculate the damage value, that will be deducted from the weaker Pokemon (user / computer), showing the result in a score panel. (see Figure-(e))

Note: The explained scenario is a reference for your game. You can alter in the scenario based on your preference, but you have to develop alternatives for the **five mention components**. Please find helping material on the Moodle, located in folder titles **Pokemon**

Hint:

Please find the following suggested UML for the mentioned game scenario. Your game UML will change based on your modification of the scenario, and your architecture. **So, please consider this UML as guidance hint, not the required output.**