**8 November**

**List of functions that we need for Pokémon (Bright and Tide)**

1. .Function that deal damages
2. A function that deal damages but only the **next turn!**

Explanation: During next turn this monster attacks 20+ (before applying weakness and resistance)

1. .Function that confuses either itself or the enemy, or both
2. .Function that heals the Pokémon
3. .Function that returns if it is head or tails (coin flipping)
4. Function that discard a **type(for example energy)** of cards in your hand, returns the amount of cards you discarded
5. .Function that paralyzes the opponents Pokémon
6. Function that makes your Pokémon can’t retreat this turn
7. Function that makes you go into the deck and choose two basic cards to put on the bench (2 separate functions?)
8. .Function that shuffles your deck
9. Function that checks which type of cards are attached to the card
10. Function that makes you look at a price card
11. .Function that discards the energies on the Pokémon itself, and returns the amount of card you discard
12. Function that discards a card from the discard pile, the card should be an item card
13. Function that checks if the Pokémon card evolves another Pokémon card (ABILITY)

Explanation: When you play this monster from your hand to evolve 1

Of your monsters during your turn you pay put an item card from you discard pile in your hand

1. Function that checks the type of card of the opponent player
2. Function that returns if it is your opponents turn or not

Explanation: This “attack” says: when opponents turn it takes 20 less damage

1. Function that prevents all damage done

Explanation: this “attack” says: when opponents turn prevent all damage

**14 November**

**Trainer cards** **Functions**

1. Same as (14) Function that takes two cards from the discard pile, should be 2 energy cards
2. Function that draw an amount of cards
3. Function that returns the amount of cards in your hands
4. Function that checks if it is your first turn
5. Function that search for a **type** of card
6. Function that puts card on the bench
7. Same as (10) Function that shuffles your deck
8. Function that selects a Pokémon
9. Function that reveals a card
10. Function that puts the card in your hand
11. Function that discard any type of cards from your hand, returns the also the amount of cards your discarded
12. Function that flip a amount of coins
13. Function that attacks an amount of extra damage (every time a Pokémon attacks) this turn to the opponents active Pokémon  **This is the Professor Kukui Supporter card**

**Extra functions for me**

1. Function that checks which card I have played (item/supporter)

**18/19 December 2017**

**For Card**

* Need a function that return the type of card
* A function that returns if the health of a pokemon is full or not
* What does a card return ? type ?
* How do you check if it is your first turn ?
* How do I do 20+ damage in py script?
* Need a type that gives the different stages of a Pokemon (basic, stage1, stage2)

**For AI**

* Get the health of ENEMY/SELF card return type int
* Get the amount of attack from ENEMY/SELF return type int
* Get the weakness of a card return type (type of energy card)
* Get the number of energy cards attached to a card return type int
* Set function: attach type of card to a card
* …

**December 20, 2017**

**For Card**

* Need a function that makes the player flip the amount of coins needed