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CS 3110

M. Clarkson

MS1: Progress Report

Vision: Our current system is a version of pokemon where you can battle wild pokemon as well as trainers, catch pokemon, use items, and travel from town to town after collecting the gym badges. We are currently planning on using ascii art for graphics. From our proposal, our project has evolved in how we are implementing battles, in which we are now typing in “attack [move name]” where i

Summary of progress:

Activity breakdown:

Productivity Analysis:

Scope grade:  
Goals for next sprint: