**Own Program: Jokemon**

My program will simulate a Pokémon battle, a turn based fight between the human user and the computer. I intend for it to be text based, displaying graphics using keyboard characters (ASCII art). A graphical screen (built by keyboard art) will be displayed to fit the program window, allowing the lowermost viewable line in the window to be the type command zone. This is where the user will type commands and options offered in the ‘screen’ above. The screen will update after every press of the Enter key, and according to the command typed.

Attempting to display recognisable Pokémon through keyboard art – in such a limited amount of characters and lines to fit the window – will be inefficient. Instead, I will use parody names for various reasons. The creatures will be named ‘Jokemon’, and the creatures will be renamed and redesigned to parody their Pokémon counterparts. This way, the user will expect an experience reminiscent of Pokémon but will also expect enough differences. It also allows me to redesign the ‘Jokemon’ to fit the screen and be recognisable.

Keyboard graphics and Jokemon information will be stored in separate ANSI encoded plain .txt files. The program will open these files and assign them to an appropriate data structure (tuple, list, dictionary) which can be indexed. The ‘screen’ will be overwritten by an indexed area of the text file(s), according to the command entered by the user. Commands, such as attacking, will require functions to represent each stage of the process.

The battle ‘loops’ until a Jokemon reaches zero Health Points i.e. faints. The user owning the surviving Jokemon wins, ending the battle. After, the user is returned to the Main Menu and is able to play again. The user can exit anytime by closing the program window.