**Here is a list of the top 5 most dissimilar: [ ]**

**Here is a list of the top 5 most similar: [ ]**

**Here is a list of the top 5 most likely to win against: [ ]**

**Here is a list of the top 5 most likely to lose against: [ ]**

Press q to return to Home

**How may I help you? (make this a function)**

1: **Who’s that Pokémon?** I can’t remember the full name of a Pokémon.

2: **I Choose you!** I am going into battle. How likely am I to win?

3: **Team Calculator.** I want to build a team; who are the most similar and dissimilar to my Pokémon? Who will I most likely win and lose against?

User input: 2

Next input function…

**I Choose you!**

Who is your Pokémon? \_\_\_

Who are you battling against? \_\_\_

Press q to return to Home

User input: 1

Next input function…

**Who’s that Pokémon?**

What part of the name do you remember?

1. Beginning
2. End
3. Not sure (anywhere in the name)

Press q to return to Home

User input:

(a) save list as temporary variable and call who’s that Pokémon on it

(b) back to Who’s that Pokémon?

\*errors if input is not matching state (pressing (a) when there is only one Pokémon name in list

**Over 50%:** Good choice! You have a X% chance of winning against “opponent name”.

**Under 50%:** It’s going to be a tough battle! You have a Y% chance of winning.

**50%:** It’s going to be a close one! “your Pokémon” and “opponent” both have 50% chance of winning.

**No battle history:** There is no battle history for \_\_ and \_\_.

Press q to return to Home

Takes in one name (change input to all lowercase)

Use distance table. Filter for Pokémon name. Order by distance. Return .head(5) and .tail(5)

\*return stats on chosen Pokémon as well

\*with stats not just names

**Team Calculator**

Please give a full name of a Pokémon.

Press q to return to Home

Takes in two names (change input to all lowercase) and gets win percentage (function)

len(list)>1: [Return list of names]; let’s narrower it down further. (Press a)

len(list)==1: That Pokémon is “x”!

len(list)==0: There is no Pokémon with the given name criteria. Please search again. (Press b)

Press q to return Home

Apply correct criteria for user input and get list of Pokémon

User input: 3

Next input function…