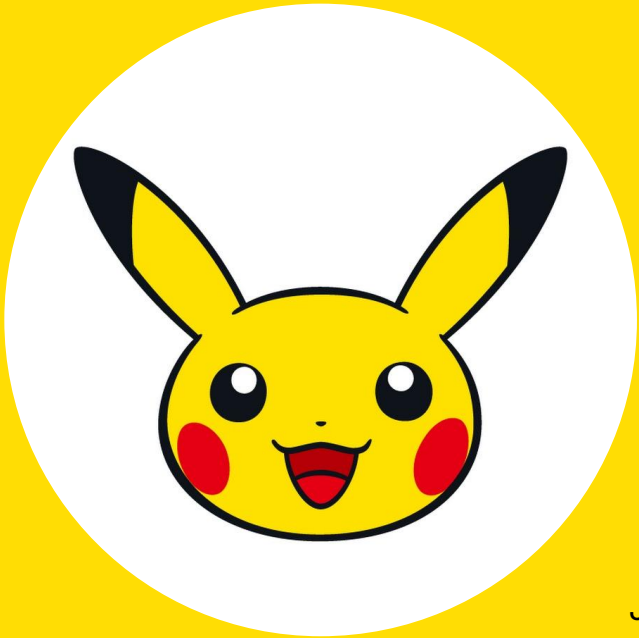


FINAL PROJECT

POKE-LE



Jonathan Huynh

Code Overview ↘



Based on Pokemon, uses simplified mechanics of Pokemon battles that help simulate how a Pokemon battle would be implemented into MIPS

Some Instructions



Name	Syntax	Purpose
hpup	hpup \$t0, imm	Heals by imm amount
atk	atk \$t2, \$t1, \$t5	Compute raw dmg (atk - def)
atkup	atkup \$t1, imm	Increase ATK stat
faint	faint \$t3, label	Branches if HP≤0

Strengths and Weaknesses



Strength: Fairly simple to read



The code was built to be pretty easy to grasp so that it can quickly be adapted and be used.

Strength: Fits the Theme Well



It definitely is a Pokemon battler, albeit a simple one.

Weakness: Narrow in current scope



Current version is very limited; Only 3 types, just single attacks/ no highly complex interactions

Future

Continue to increase mechanics
and complexity

Add more types

Add different moves

