1. PokéBoutsVGC  
   The goal of the PokéBoutsVGC project is to create a game that simulates a Pokémon battle in the professional VGC double battle format. There will be multiple modes, including: a single battle mode where two people can face each other, another single battle mode where one person can face a mini max AI, and a double battle version of each of those modes. In a simple single battle, one Pokémon is on the field at a time, and each player has 6 Pokémon on their team. On the other hand, a VGC Double Battle allows players 6 Pokémon on a team. However, during the battle only four Pokémon can be brought to battle and two must be played to the field at a time. One “Restricted Pokémon” is allowed per team: A Restricted Pokémon is a Pokémon above a certain threshold in power/stats that is determined by the professional board (which will be me)
2. **Similar Projects**
   * + Pokémon Showdown (Website):

Has a soundtrack of battle music, a list of players moves and status effects (good for debugging and remembering moves), and numerical values for every status effect

A screenshot of a video game

Description automatically generated

* + - Pokémon Battle Simulator (Fall 2015 TP – Syed Raziq Mohideen):

Simple, intuitive team building interface that allows players a lot of freedom in their options when customizing each Pokémon added to their team.

1. **Version Control / Backup Plan**  
   I am using a private GitHub Repository where I will store all of my files, code, etc.

A screenshot of a computer

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1. **Tech List**  
   Currently just an API (PokeApi: https://pokeapi.co/)