1. PokéBoutsVGC  
   The goal of the PokéBoutsVGC project is to create a game that simulates a Pokémon battle in the classic Red, Blue, and Yellow games. In a simple single battle, one Pokémon is on the field at a time, and each player has 6 Pokémon on their team. The opponent will be a randomly generated team of six that chooses random moves, while the player will be able to choose and customize their own team before going into battle.
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

Description automatically generated

1. **Tech List**  
   An API (PokeApi: <https://pokeapi.co/>)

Web scraping from https://pokemondb.net/move/all

Datasets from ChatGPT