

Project plan

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1 Description

A turn-based role-playing Pokémon™ fighting game.

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2 Potential classes

2.1 Player

Data:

- Pokemon owned
- Level

Functions:

- Add/remove Pokemon owned
- Increment/decrement level

2.1.1 Person

Data:

- Name
- Skill points (for leveling up)

Functions:

- Set name
- Increment/decrement skill points
- Get action from user

2.1.2 Computer

Functions:

- Get action randomly

2.2 Pokemon

Data:

- Name
- Type
- Level
- Health
- Attack
- Defense
- Speed
- Moves learnt

Functions:

- Increment/decrement level
- Increment/decrement health
- Increment/decrement attack
- Increment/decrement defense
- Increment/decrement speed
- Add/remove moves learnt

2.3 Menu

Data:

- Title
- Options (vector)

Functions:

- Print menu
- Set title
- Set options

3 Timeline

Mid-term break

- Finalize plan
- Prototypical testing

Week 9

- Submit plan
- Begin coding

Week 10

- Finish version 1

Week 11

- Finish coding

4 User interface

The game will use a command-line interface. This will be done using the Menu class to display the options to the user, and the user will be able to select an option by typing the corresponding number.

```
===== Default Menu =====  
-----  
| 1. Attack      | 2. Bag      |  
| 3. Pokemon     | 4. Run      |  
-----
```

5 Testing and debugging plan

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