Pokemon Battle Game

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Overview:

This game is a card game that involves usage of special powers/attributes specific to each Pokemon. The games is 2 player (player 1 vs. player 2) and engages the users by means of providing choices to them to pick and fight in a Pokemon battle.

Game Instructions:

1. The players will each be provided 2 set of cards (deck cards and pokemon cards). Deck cards will be given 6 per user while pokemon cards will be 3 per user. Each of the pokemons have its own functionality/characteristics and will be displayed to the user to make a choice.

2. The player will be allowed to chose the pokemon they want to start with. The abilities/powers of the Pokemon will be displayed to the user along with the "HP" level. The HP level defines the strength of the Pokemon and is the main parameter used to define the life of the Pokemon.

3. The deck cards will be provided 6 at a time to the player, while they get to pick more from their stack of desk cards - (if they receive a card asking the user to pick more cards or if they defeat one of the opponents pokemon.

4. The player who defeats all the 3 Pokemon of the opponent wins.

Classes that will be Implemented:

1. Player : Attributes:
    - Player Status
    - Player Life
    - Card Count
    - Deck Cards
    - Pokemon Cards

2. Pokemon : Attributes :
    - Type
    - HP
    - Level
    - Fighting Skills
    - Weakness

3. Game : Attributes :
    - Status

- Player

4. <u>Deck</u> - Attributes:
    - Type
    - Coin Flip Attribute

Functions that will be implemented:
1. Shuffle
2. Distribution of cards to the players
3. Coin flip to determine the impact caused by specific pokemons in the battle
4. Status calculation for each pokemon after every turn