

# Pokemon Battle Game

**Python Project 1 - W200 Spring**  
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# Game Instructions

## Overview:

- This game is a card game that involves usage of special powers specific to each Pokemon.
- The game is 2 player (player 1 vs. player 2) and takes user input for choices to pick and fight in a Pokemon battle.

## Game Instructions:

1. The players will each be provided 3 pokemon cards (each card containing attributes specific to a pokemon). 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 choose 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. When the HP level reaches 0 (reduces with every hit by the opponent), that pokemon is lost for the player.
3. The player who defeats all the 3 Pokemon of the opponent wins.

# Files, Classes & Methods

**all\_class.py**  
(contains the  
class definitions)

**explain.py**  
(contains the  
method definitions)

**game.py**  
(contains the game  
sequence and main code)

## Classes

- player
- card
- deck

## Methods

- start
- sepr
- validate
- move\_expl
- poke\_expl
- options
- show\_options
- play\_turn
- get\_move

# Code Snippets

```
from game_class.all_class import Player, Card, Deck
import game_class.explain as explain

explain.start()

player_one = input("Welcome, Please enter a name for Player 1 ")
player_two = input("Welcome, Please enter a name for Player 2 ")

plyr1 = Player(player_one)
plyr2 = Player(player_two)

print("")
print("Welcome {0} and {1} to the Battle of the Pokemon Game".format(plyr1.plyr_nm,plyr2.plyr_nm))
print("")

d1 = Deck()
d1.shuffle()

plyr1.plyr_crd = d1.deal_cards(3)
plyr2.plyr_crd = d1.deal_cards(3)

plyr1.choose_pokemon()
plyr2.choose_pokemon()
```

```
if (plyr1.pk_count == 0 and plyr2.pk_count != 0):
    print("Player {0} wins" .format(plyr2.plyr_nm))
elif (plyr2.pk_count == 0 and plyr1.pk_count != 0):
    print("Player {0} wins" .format(plyr1.plyr_nm))
```

```
while ((plyr1.pk_count != 0) and (plyr2.pk_count != 0)):

    if (int(plyr1.plyr_actpk.pk_hp) > 0):
        print("")
        explain.show_options(plyr1,1,plyr2)
        opt = explain.get_move(plyr1)
        opt1 = ('move'+opt)
        explain.play_turn(plyr1,plyr2,opt1)
    else:
        plyr1.pk_count -= 1
        if (plyr1.pk_count > 0):
            plyr1.choose_pokemon()
            explain.move_expl(plyr1.plyr_actpk)
            opt = explain.get_move(plyr1)
            opt1 = ('move'+opt)
            explain.play_turn(plyr1,plyr2,opt1)

    if (int(plyr2.plyr_actpk.pk_hp) > 0 and plyr1.pk_count > 0):
        print("")
        explain.show_options(plyr2,1,plyr1)
        opt = explain.get_move(plyr2)
        opt1 = ('move'+opt)
        explain.play_turn(plyr2,plyr1,opt1)
    elif (int(plyr2.plyr_actpk.pk_hp) <= 0 and plyr1.pk_count > 0):
        plyr2.pk_count -= 1
        if (plyr2.pk_count > 0):
            plyr2.choose_pokemon()
            explain.move_expl(plyr2.plyr_actpk)
            opt = explain.get_move(plyr2)
            opt1 = ('move'+opt)
            explain.play_turn(plyr2,plyr1,opt1)
```