

## Ash and Pokemon



### Problem:

Welcome to the world of Pokemon, where Pokemon trainers battle each other with their Pokemon creatures. For simplicity, each trainer will hold only one Pokemon. Ash is a new and promising Pokemon trainer. Help him add Pikachu to his party to battle the Gym Leader Brock.

### Directions

1. Define a Pokemon class
  - a. Think of the instance variables/nouns this class will have. What should the `__init__()` method look like?
  - b. Think of the methods/verbs this class will have.
  - c. We want to print out the entire Pokedex (list of all Pokemon that exist in the universe). How can we implement this using class variables and class methods?
2. Define a PokemonTrainer class
  - a. Think of the instance variables/nouns this class will have. What should the `__init__()` method look like?

- b. Think of the methods/verbs this class will have
  - c. Create a battle(self, other\_trainer) method. This will cause the Trainer's Pokemon to attack the other Trainer's Pokemon. (Keep it simple, only Ash attacks Brock)
3. Instantiate Ash and Brock Trainer objects.
  4. Create 1 Pokemon for each trainer. Add one to Ash's party and add one to Brock's party.
  5. Tell Ash to battle Brock! See who comes out on top. The trainer who has non-fainted pokemon wins.