Project 1 - Pokemon Card Game

Delaware Technical Community College

Program Specifications:

Program a simple game that imports information about pokemon from a CSV, and creates pokemon objects, which will represent pokemon cards for a simple game. Ten cards will then be randomly handed out to two players. Write a simulation of the card game, where, at each turn, both players take the card from the top of their pile and the cards are compared to determine a winner. The winner is determined by checking each pokemon's "total" value. The pokemon with the larger "total" value wins the round. The winner of that round takes both cards and adds it to a stack of won cards. In case of a tie, each player gets a card.

In essence, there are four stacks. Each player has one stack of cards they are playing with and one stack of cards they have won.

There are 10 rounds, since each player has a full stack of pokemon cards.

At the end of the game, the player with the most cards in their "won" pile wins.

Notes:

- Your output does NOT need to match the samples below exactly. The sample run output is given for reference only.
- You may use a stack ADT implemented by arrays or linked nodes from previous assignments. The stack implemented must be generic.

To Do:

- Design and implement all classes necessary to complete the program specifications for this assignment.

Sample Output:

Dealing 10 random cards to player 1 and player 2:

Player 1 now has 10 cards.
Player 1 cards are:
Pokemon [name=Slaking, total = 670] Pokemon [name=Honchkrow, total = 505] Pokemon [name=Scizor, total = 500] Pokemon [name=Cacnea, total = 335] Pokemon [name=Clefairy, total = 323] Pokemon [name=Bouffalant, total = 490] Pokemon

[name=BanetteMega Banette, total = 555] Pokemon [name=Braixen, total = 409] Pokemon [name=Whismur, total = 240]
Pokemon [name=Latias, total = 600]
Player 2 now has 10 cards.
Player 2 cards are:
Pokemon [name=Miltank, total = 490] Pokemon [name=Bibarel, total = 410] Pokemon [name=Patrat, total = 255] Pokemon
[name=Bonsly, total = 290] Pokemon [name=Aerodactyl, total = 515] Pokemon [name=Misdreavus, total = 435] Pokemon
[name=VenusaurMega Venusaur, total = 625] Pokemon [name=Combusken, total = 405] Pokemon [name=Rotom, total = 440]
Pokemon [name=Inkay, total = 288]

Round: 1
	P1: Pokemon [name=Latias, total = 600] P2: Pokemon [name=Inkay, total = 288]
P1 wins this round.

Round: 2
	P1: Pokemon [name=Whismur, total = 240]	P2: Pokemon [name=Rotom, total = 440]
P2 wins this round.

Round: 3
	P1: Pokemon [name=Braixen, total = 409]	P2: Pokemon [name=Combusken, total = 405]
P1 wins this round.

Round: 4
	P1: Pokemon [name=BanetteMega Banette, total = 555]	P2: Pokemon [name=VenusaurMega Venusaur, total = 625]
P2 wins this round.

Round: 5
	P1: Pokemon [name=Bouffalant, total = 490]	P2: Pokemon [name=Misdreavus, total = 435]
P1 wins this round.

Round: 6
	P1: Pokemon [name=Clefairy, total = 323]	P2: Pokemon [name=Aerodactyl, total = 515]
P2 wins this round.

Round: 7
	P1: Pokemon [name=Cacnea, total = 335]	P2: Pokemon [name=Bonsly, total = 290]
P1 wins this round.

Round: 8
	P1: Pokemon [name=Scizor, total = 500] P2: Pokemon [name=Patrat, total = 255]
P1 wins this round.

Round: 9
	P1: Pokemon [name=Honchkrow, total = 505]	P2: Pokemon [name=Bibarel, total = 410]
P1 wins this round.

Round: 10
	P1: Pokemon [name=Slaking, total = 670]	P2: Pokemon [name=Miltank, total = 490]
P1 wins this round.

P1 wins game with 14 cards.