

Project 3: Proposal



Welcome to Victory Road! The purpose of this project is to battle! You and your rival will have a final showdown to test your knowledge of battling. You and your rival will each prepare 3 Pokémon® in secret. **You will use the “Great League” rules, so you may only choose Pokémon® with CP 1500 or less.**

For further context: In the data portion of this project, you and your rival will reveal your 3 chosen Pokémon® and their moves. You will then battle each other and see who wins. You are **not allowed to use shields, must use charge moves as soon as they are available** (so that charge moves are guaranteed to be a factor in battle), **and you cannot switch Pokémon® until at least one Pokémon® has fainted.** After your battle, you will enter your and your opponent’s lead Pokémon® into the Battle Calculator and see if the outcome of that first matchup of two Pokémon® in the real game matches the calculator.

Your proposal should be 1/2 to 1 page and include the following components:

- A) A description of each of your three Pokémon®. You must include at least their type, true stats, level, and moves.
- B) Your overall strategy. Why did you chose these Pokémon®? What enemy Pokémon® might cause problems? What will influence your choice of lead Pokémon® when the battle comes?
- C) An analysis of the strengths and potential weaknesses of each of your team Pokémon® in the context of your overall strategy.

Grading

The proposal is worth a total of 10 points.

2 Points are for clarity of exposition.

3 Points are for the description of your team.

0-1 Points	Does not contain a clear description of the team.
2 Points	Somewhat incomplete, does not include all of type, true stats, level, and moves.
3 Points	Clear and complete description of all three Pokémon®.

5 Points are for the battle strategy and analysis of strengths and weaknesses

0-1 Points	Does not describe a clear strategy. Incorrect assesment of strengths/weaknesses.
2-3 Points	Lacks a detailed strategy but demonstrates understanding of core battle mechanics. Partially incorrect or incomplete assesment of strengths/weaknesses.
4-5 Points	Clear and reasoned strategy and correct assessment of strengths/weaknesses.