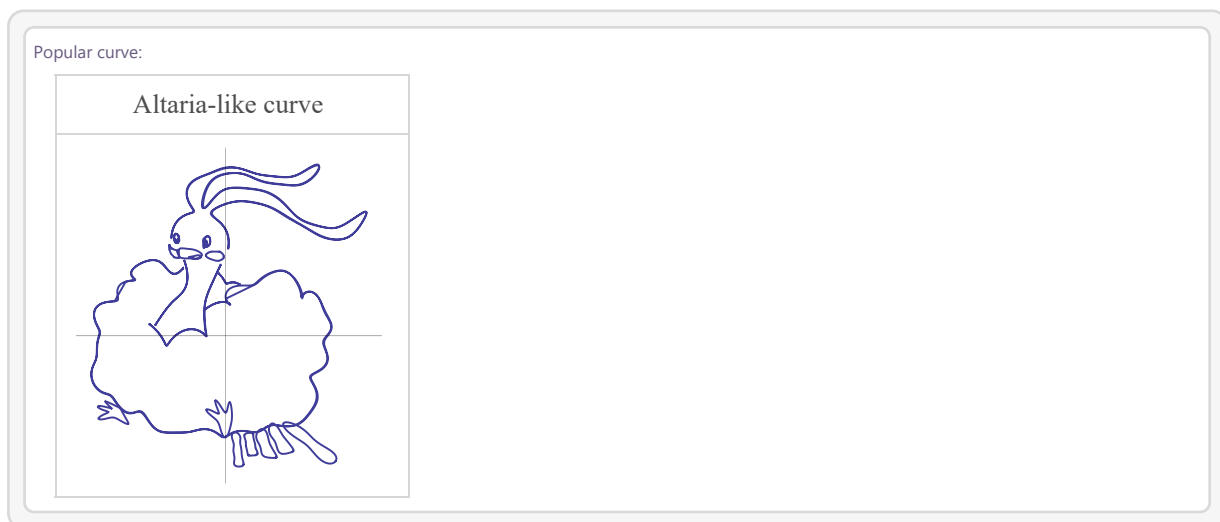


Project 3: Report



The purpose of this project is to battle! Your report submission should be your answers to the following questions. This report is worth a total of 30 points.

1) Overview. (6 points)

- Give a brief, 1-2 sentence, description of the match up. Who won and on what turn?
- In 1-2 sentences, describe what you think was the biggest factor in determining the victor.

2) Fast Moves (8 points)

a) Compute damage per turn for the fast move only for each Pokémon®. **Show your calculation and include units.**

b) Copy and paste your plot of HP over turns from the Battle Simulator. On that plot, draw a line through the first and the point *right before* getting hit by a charge move for each Pokémon®. What are the slopes of those lines? How do they compare to your answers for 2a?

c) Compute energy per turn generated by the fast move for each Pokémon®. **Show your calculation and include units.**

d) Copy and paste your plot of Energy over turns from the Battle Simulator. On that plot, draw a line through the first point and the point *right before* using the first charge move for each Pokémon®. What are the slopes of those lines? How do they compare to your answers for 2c?

3) Charge Moves (8 points)

a) Would the outcome of the battle have changed if both players could use shields? How do you know?

b) Pokémon® GO allows you to pay a lot of Candy to give a Pokemon a *second charge move* that could be a different type. Would either player have benefitted from a second charge move option in this battle?

4) Conclusions (8 points)

- a) Does your battle simulation match what happened in the real battle? Why or why not?
- b) Could leveling up one of the Pokémon[®] change the outcome?
- c) If you had this matchup again, is there anything you would change about what strategy you used?