Pokemon Battle Simulator

4ᵗʰ June 2020

OVERVIEW

Pokemon Battle Simulator is a game that allows you to play against your friends (or AI) in a match of Pokemon designed to simulate the 'Elite 4 Challenge' at the pokemon league from the first generation Pokemon games. It plays as a turn-based fighting game

GOALS

1. Create a CRUD application to allow users to create teams of 6 Pokemon.
2. Create a simulation to battle two teams of pokemon against each other.
3. Create a simple real time battle simulator with some type of images or graphics.
4. Create a web app where users can sign in to accounts to manage teams and battle on the internet.

SPECIFICATIONS

Our application will interface with the PokeAPI in order to pull the most recent and accurate data regarding pokemon (and this will allow for inclusions for any changes made in the future, as the data regarding the pokemon will update with the API).

MILESTONES

Console App

Play the simulation in the console app as proof of concept for design and testing.

Migration to Web App

Creation of web UI to better depict and simulate battles between pokemon. This includes imagery of pokemon and basic battle background. Scoreboard of top 10 players. Auto-update trainers in the elite 4 and champion based on top 5 winners' Pokemon teams.