• A new world must start with a number of trainers, at least 2, each of them starts

with at least one code-a-mon. You can also decide to have trainners join in time if

you like.

• The trainer can acquire more code-a-mons (max of 6) throughout their adventure.

How they acquire them is up to you. An example could be they win one as a reward

for every X amount of battle victories or they can catch them.

• Code-a-mons will compete 1v1 with another trainers code-a-mons.

• The simulation should run on cycles. A cycle is considered to be of 2 parts - 1 day

time and 1 night time.

• Each cycle should have it’s own weather event (these are some examples to give you

ideas, use your creativity!):

– Day 1 - Sunny

– Night 1 - Clear

– Day 2 - Rainy

• Weather events should benefit certain types of code-a-mon’s stats while being a disadvantage to others (these are some examples to give you ideas, use your creativity!):

– Sunny: Fire type gains 25% increase in stats and decreases water type by 25%.

– Clear: Neutral.

– Rainy: Water type gains 25% increase in stats and decreases fire type by 25%.

• Code-a-mons should be of different types and gain advantages or disadvantages based

on their opponent’s type (these are some examples to give you ideas, use your creativity!):

– Water > Fire

– Fire > Grass

Battles with other trainers (or wild code-a-mons are done during the day time).

Battles with trainers earn money and experience points while battles with wild

code-a-mons only earns experience points.

• During the night these things are possible (choose one or all):

– Code-a-mons can heal (based on whatever you come up with, maybe potions

maybe a percentage, be creative)

– Can attempt to catch a new code-a-mon (if you chose to catch them) or if they

reached the win threshold to receive one, they would get it at this time.

– Evolutions of code-a-mons can occur.

– Items can be purchased from the store with money. Items could be potions,

items to catch wild code-a-mons with, stat boosters, etc.

• Code-a-mons should have at minimum:

– Stats: Attack, Defense, Health (Others like speed and so forth can be added if

you would like to implement).

– They should have 1-4 different attacks

– Each attack has a specific type which gains bonus damage if it matches the

type of the user.

– Attacks should have a chance to critical strike (Double damage).

– Attacks should have a chance to miss.

– Attacks should deal a minimum of 1 damage unless they use an attack that

deals 0 base damage.

• Code-a-mons gain experience points from winning battles and can level up after

earning enough points. Evolutions can occur after reaching certain levels.

• Only one battle can take place at a time. A battle is always between two trainers

and each using one code-a-mon. OPTIONAL: You can also decide to have one main

trainer and everyone battles against that main trainer instead of all trainers battling

with each other.

• During battles with trainers:

– Each trainer has 1 code-a-mon on the field at a time.

– Attacks should be performed in a turn-based manner, one code-a-mon attackes

while the other defends, then vice-versa until one faints.

– When a code-a-mon’s health reaches 0 or less, they faint, and this particular

fight is over. Code-a-mons can heal during the night and be awake again the

next day, maybe with less strength or depending on potions etc.

– When a trainer has no code-a-mon left (no code-a-mons awake during the day),

they leave the battlefield

– Experience points can be handled in two ways: when a code-a-mon defeats

another or when the battle is over, it can be given either to the entire team or

to just the code-a-mon that won.

– For a trainer’s turn, they can either attack or use an item such as a potion, stat

booster, etc.