CS 247 Project Proposal — Pokémon Clone

Alexandra Girard — aegirard
Ben Langlois — bdlanglo
Ariel Lam — a66lam

Overview

We would like to create a game which would be similar to a turn-based Pokémon battle. Our game would support two players. At the start of the game, both players choose which Pokémon they would like to battle with. During the battle, the players take turns selecting attacks. You win by dropping your opponent's HP to zero.

Core Features

Pokémon Types

Each Pokémon has a "type", and each type has rules determining what is strong and weak against. For example, fire Pokémon are strong against grass Pokémon but weak against water Pokémon.

Pokémon Stats

Every Pokémon has base stats determining its attack, defense, health, etc. These stats can change over the course of a battle by using moves which modify the Pokémon's stats.

Extras

If we have enough time, we would like to implement these extra features. Our project would work fine without these, but they would be nice to have.

- **Party battles:** Instead of choosing only one Pokémon to battle with, each player would choose multiple different Pokémon to fight with and could swap them out during the battle.

- **Items:** Instead of attacking every turn, players could use items to perform special actions such as healing.

- **Status effects:** Some attacks could inflict the opponent with a status instead of just damaging them. Status effects could include poison, burn, and confusion.

- **ASCII art:** Each Pokémon would have a unique design, which would be shown when selecting your Pokémon at the start of the game.