

Project Proposal - Pokemon Battle Clone

Overview

We would like to create a game which would be similar to a turn-based Pokemon battle. Our game would support two players. At the start of the game, both players choose which Pokemon they would like to battle with. During the battle, the players take turns attacking each other using the moves their Pokemon has learned. You win by dropping your opponent's HP to zero.

Core Features

Pokemon Types/Species

Each Pokemon belongs to a species, which descend from different types. The movesets and stats depending on the type and the specific species. Each species will have one move specific to the species, and 3 other moves that will depend on the type. Each type also has rules determining what is strong and weak against it. For example, fire Pokemon are strong against grass Pokemon but weak against water Pokemon.

The types and species we will be implementing are shown in the following table:

| Type | Species #1 | Species #2 |
|----------|------------|------------|
| Normal | Eevee | Snorlax |
| Fire | Charmander | Growlithe |
| Water | Squirtle | Psyduck |
| Electric | Pikachu | Voltorb |
| Grass | Bulbasaur | Bellsprout |
| Fighting | Machop | Mankey |
| Ground | Geodude | Diglett |
| Psychic | Kadabra | Drowzee |

Pokemon Stats

Every Pokemon has base stats determining its attack, defense, health, etc. These stats can change over the course of a battle by using stat-modifying moves.

Battle Gameplay

The core gameplay will be turn-based. Each player will select the move they would like to use, then the Pokemon's speed stat will determine which Pokemon attacks first. If the move hits, then the move will affect either health points or other stats of the Pokemon (defense, accuracy, etc). This cycle will repeat until one of the Pokemon's health reaches 0, then the winner will be declared and the game will reset to the Pokemon selection.

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 Pokemon to battle with, each player would choose multiple different Pokemon 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 Pokemon would have a unique design, which would be shown when selecting your Pokemon at the start of the game.
- Mixed-type
 - Pokemon can be two different types instead of just one.