Pokemon Demo GDD (Final Features)

- Add a simple number generator who picks from a large pre generated list of random numbers and who can be seeded.

- Evolution.

- Catching.

- Add a dope ass animation system who will be largely inspired by the current pokemon battle animation system.

- Make the asset system even better.

- Animated entities.

- Move pokemon battle animations over to new animation system.

- Ability to play a **cutscene,** which is a movie of animations.

- Add portals into the overworld who transport the user up and down the z plane of the tile map. We will use this to support houses.

- When the player enters goes through a portal play the little animation at the top left of the screen.

- When the user wins a battle and gets exp, as they are getting exp play a sine wave who increases in pitch.

- When the user is getting exp make it go up the proper amount it should

- Make the hp of pokemon go down in the same fashion that exp increases.

- Add that sound that plays when the user is really low on health.

- Generally, do an optimization pass.

- Add standardized way to start a battle.

- Add trainer battles.

- Pause the music when you are healing

- Add the ability to pause sounds

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**Battle System:**

- Add the ability to switch pokemon.

- Better AI, so some random chance that the opponent will use either a random move or a smart move, where a random move is entirely random

- Ability to run from battle.

Demo Team:

**Pikachu**

Ability: Static

Level: 88

Hardy Nature

- Iron Tail

- Electro Ball

- Thunderbolt

- Quick Attack

**Pidgeot**

Ability: Keen Eye

Level: 73

Adamant Nature

- Whirlwind

- Agility

- Brave Bird

- Protect

**Charizard**

Ability: Blaze

Level: 80

Adamant Nature

- Dragon Claw

- Dragon Dance

- Fire Punch

- Flamethrower

**Muk**

Ability: Stench

Level: 74

- Body Slam

- Explosion

- Gunk Shot

- Rest

Demo Wild Pokemon

Golbat 32 30%

Graveler 32 30%

Donphan 33 10 %

Ursaring 33 10%

Onix 34-36 15%

Rhyhorn 35 5%

Demo Arceus

**Arceus**

Ability: Multitype

EVs: 252 HP / 252 SpA / 4 SpD

Modest Nature

- Judgment

- Psychic

- Ice Beam

- Recover