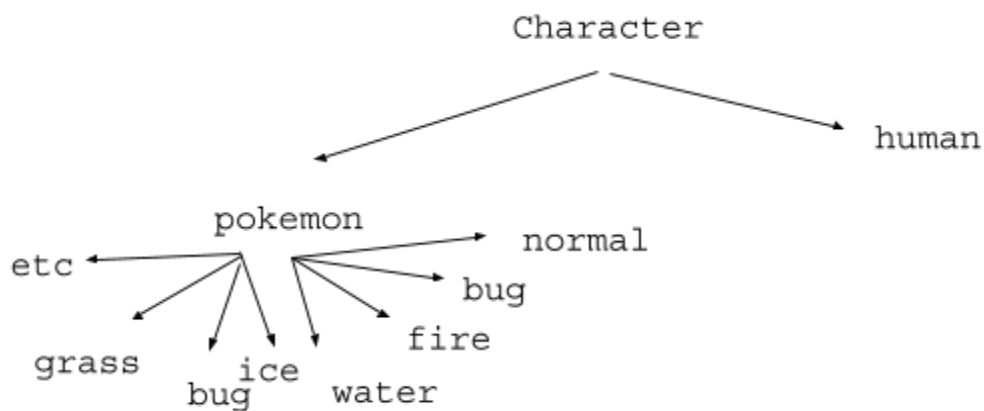<div align="center">

Final Project Proposal
Pokemon Shining Pearl

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Our final project will be a Pokemon Roleplaying game. The user will be able to interact with characters, catch and collect pokemon, engage in battle, and follow a storyline.

<u>Key Parts of the Game:</u>
Characters:
- Skills from the RPG lab will be utilized like extend functionality and the inheritance tree

Interaction:
- Most interaction will be random:
    - Encounters with non player human characters, pokemon, and random items to add to inventory
    - How these NPC behave when interacting with the user
- Skills from magpie will be use to custom responses of NPC to the imputed response of the user
- Try-catch statements and scanner will be used

Displaying Inventory:
- Information will be collected through counters

- Users will input information about themselves to be used in the game through scanner

Battling:
- The attacks of pokemon will be based on the type and individual pokemon abilities which will utilize the inheritance tree
- The attacks of the opposing pokemon will be randomized
- Success of running away, catching pokemon, etc will be randomized
- HP, attack strength, defense score will be coded into the constructor of the pokemon