

CSCI205 Final Project

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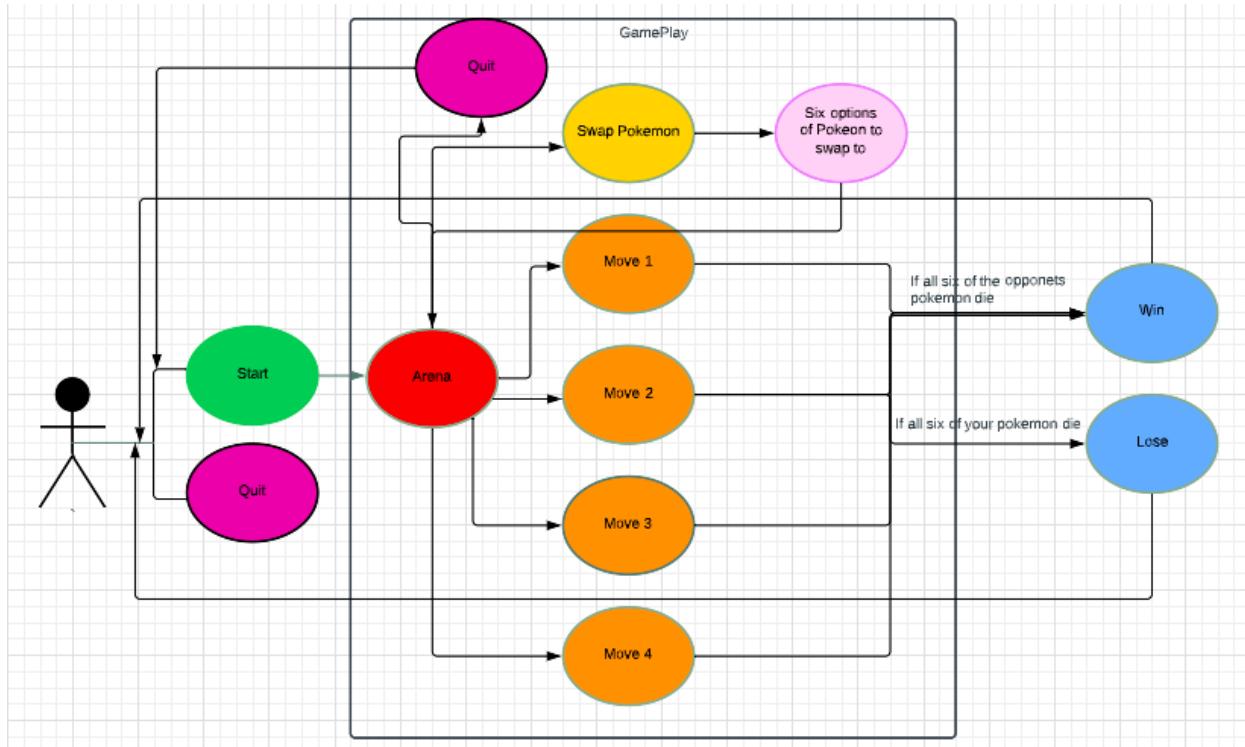
User Manual

General statement

Our Group wanted to create Pokemon. Members in our group grew up with Pokemon and wanted others to experience the joy of playing such a wonderful game. We ran into a problem though. How can we create the same experience we had as kids without creating the whole pokemon game? Our solution was to take the core part of Pokemon, the battling and make an entire game out of that. We wanted it to be possible for anyone to pick up our game and play.

Background

Pokemon is a turn-based game where there are two players who take turns attacking each other's Pokemon until one team is left standing. Pokemon is usually an open world game where you can go out into the world and catch Pokemon in the wild. However we thought that it would be more enjoyable and simpler if we just included the battling part of the game. There are over 900 Pokemon, so adding them all would have been impossible in the given time frame, so we decided that we would include 12. The way our battling system works is you are given six random pokemon and the enemy is also given six random pokemon. The Pokemon each have a set of moves that can do a variety of things to the opposing pokemon. When you click on a move it can do damage, increase speed, heal you, and depending on the move type, damage could be doubled or halved. Pokemon and their moves have different typings, some do more damage to others and some do less; For example fire type moves do half damage to water Pokemon and water moves do double damage to fire types. We included five types: fire, water, grass, normal, and electric to simplify things. Our hope is that anyone of any age and background can pick up our game, understand it, and be able to enjoy it. We wanted anyone to be able to pick up our game and be able to experiment and understand it. From a child who has never played pokemon before to a seasoned gamer who has played every Pokemon game ever.



Use case design: Above is a use case diagram for our game. When you load the game it gives you two options: start and quit

- The Dark Pink and green buttons

If you start you are brought to the arena where you can choose to do four different moves, swap your pokemon, or if you really want to you can quit out of the game.

- Orange buttons are the different moves, they are different for each pokemon
- Yellow button is swap
- Dark Pink button is quit

If you decide to swap pokemon you are taken to a screen where you will see your six pokemon.

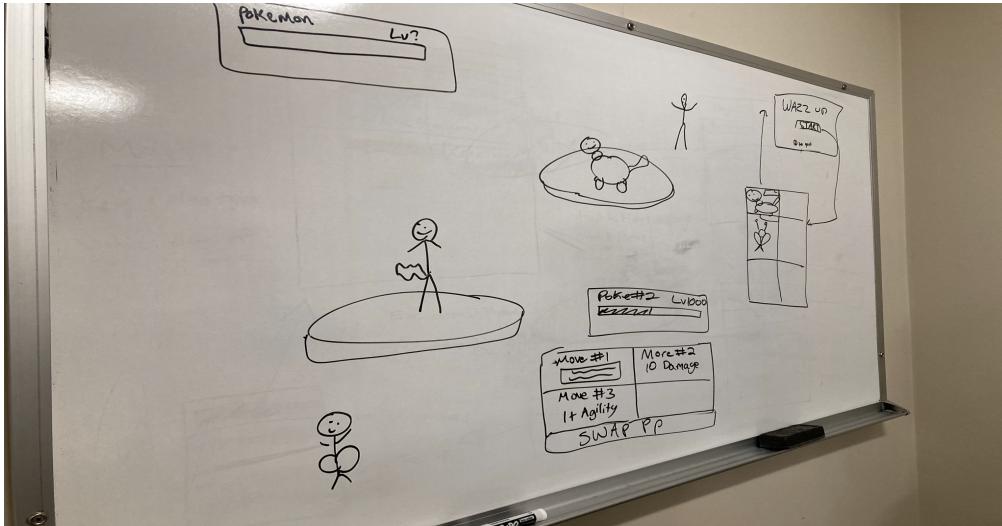
- Light pink

You win if you defeat all six of the opponents pokemon by selecting different moves. You lose if all six of your pokemon are defeated by the opponent's moves.

Instructions for using the program

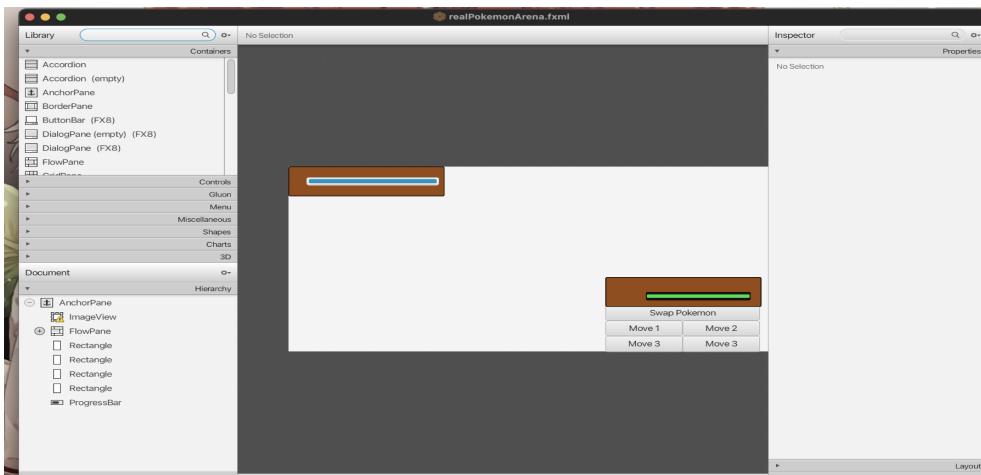
Mockups

Below are some examples of early mock ups that we made for our program...



Shown above is our earliest mock up of what we thought our user interface might look like. We thought that it would just be the battle arena and everything would be on this screen.

- We had the moves in the bottom right corner
- Our Selection Screen was in the top right corner
- Our boxes were much bigger and we included trainers



Above is the beginning of us actually creating our Arena.

- This is when we realized that we should split it up into many different scenes rather than one big one



Above is a little later in development where we got the basic design of our pokémon arena.

How it turned out!

The Menu

When you start up our game this is the very first thing that you see.

- You can choose to play Normal Mode or Hard Mode, which changes the difficulty of the opponent and sends you to the Arena screen
- The Quit button will indeed quit the game.
- At the end of any game you will be given the option to return here

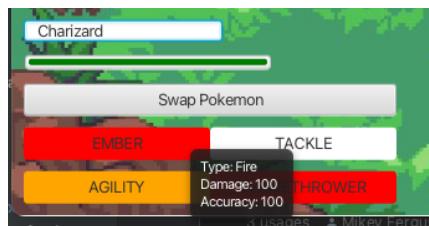


The Arena

When you select the start button you will be brought to the arena.

Here you will have the option to make four moves, each with varying effects.

- If you don't know what a move does you can hover your mouse over it to see!
- We hover over the move Ember below and it shows us the type, damage, and accuracy of the move



In addition to moves you can swap Pokemon, with the Swap Pokemon button. This will bring you to a different screen where you can see all the Pokemon you have.

Right above the Swap Pokemon button is the current health of your Pokemon, right above that is the name of the Pokemon currently in play.

- Throughout the battle the health bar will vary.
- If your Pokemon's health goes to zero you will be brought to the selection screen.

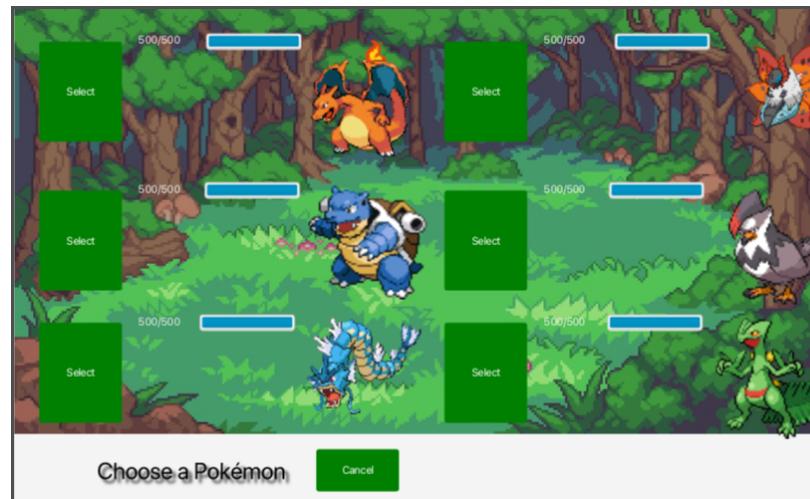
The Selection Screen

Here in the selection screen you can see the six pokemon on your team.

- You can swap to a pokemon of your choice at any time.

Simply click on the select button and that pokemon will be brought to the arena.

- If a Pokemon's health bar is zero you will be unable to place them in the arena.



Let's say after a long arduous battle you finally take out your opponent's final pokémon. This is the Screen that you will be met with. Here you can return home or quit the game.



It is possible to lose as well...

