



Champion

**Kai Luzniak, Micah Burton, Emiliano Angeles,
Cristian Hutchings, Raymond Kumamoto**



Ideas That Didn't Make the Cut

- Cooking pokemon
- Stardew valley
- Fishing
- Camping
- Gengar's haunted mansion
- Legend of zelda
- Pokemon battle against the championship team

Chosen Theme: Elite 4 & Champion

- The overarching narrative is becoming the Pokemon Champion by defeating the Elite 4 and the current champion!
- The user will be trying to become a Pokemon Champion!
- There will be one game per elite four member with a team of 6 pokemon and the last champion will have elements of each minigame up until that point with one additional pokemon battle game and a final surprise at the end.
- 1st room: Emiliano
- 2nd room: Micah
- 3rd room: Raymond
- 4th room: Cristian
- 5th room: Kai

Room #1: Emiliano-Dragon type

- Mega charizard X - fire/dragon
- Dragonite - dragon/flying
- Garchomp - dragon/ground
- Altaria - dragon/flying
- Flygon - dragon/ground
- Turtonator - fire/dragon



cipher



Fire

Hint: try to pay attention to the borders of the pokémon



Ground

Memory! You have 3 chances to match all three elemental subtypes of these pokémon!



Flying

Code

Open = 0

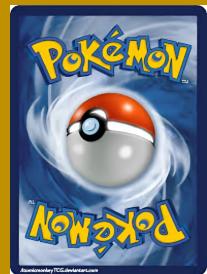
Whenever flip a card open = open+1

If open=2 flip all cards down



Puzzle idea#1:

- Memory (flipping cards with matches of my pokemon team on them) and they have to match the secondary types of them they get three mistakes to match 3 pairs out of the 6 pokemon
- (or i could just do 12 cards with a double of each pokemon)
- Use colors in addition to the types if it is too hard (ground brown, fire red, flying sky blue)



- Secondary game idea: remember the types that matched during my game and figure out which one matched up with salamence. They will be provided salamence's types as a cipher and i will be color coordinating the rest of the pokemon to make them easier to remember.



Room #2: Micah Fighting Type



Sawk



Throh



Mega Lucario



Pangoro



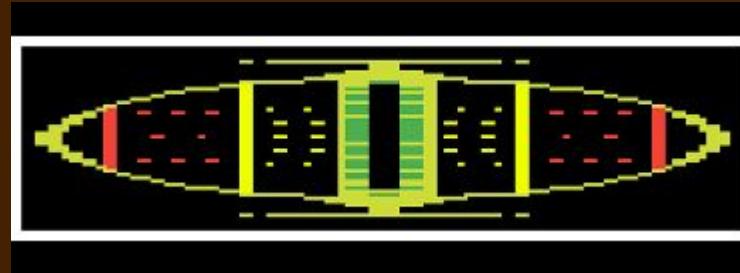
Machamp



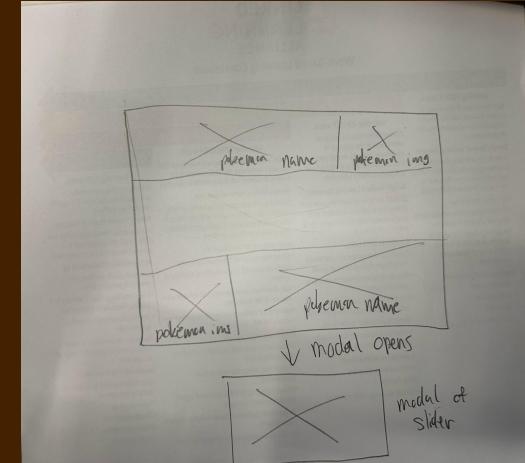
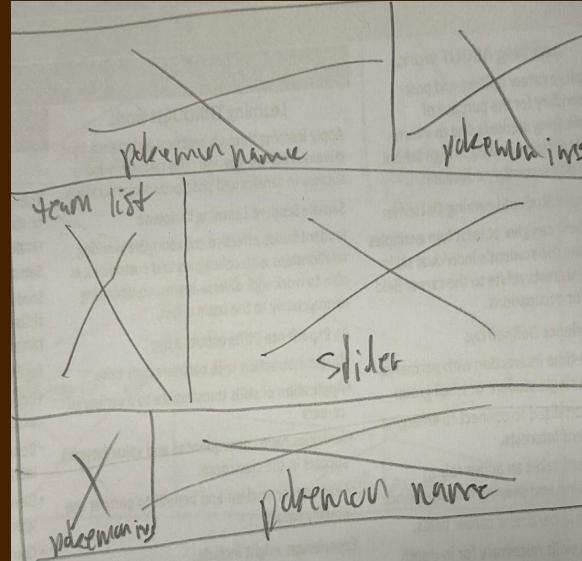
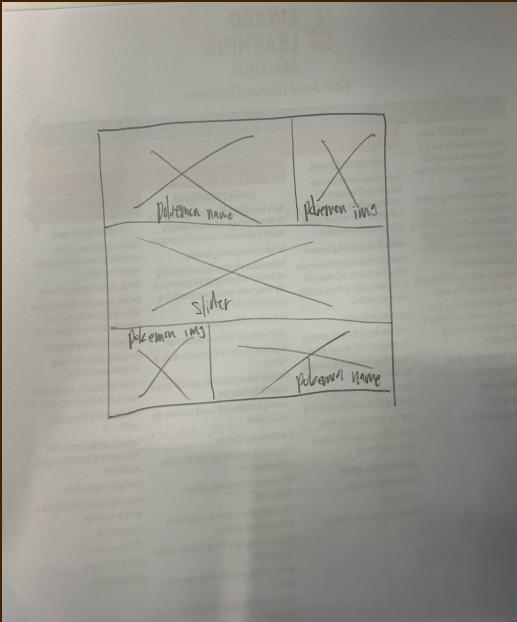
Hariyama

Room #2: Puzzle Idea #1

- Parry attacks
 - Bar with slider that goes back and forth. You have to stop it in the middle to parry the attack successfully
 - 6 levels, 1 for each pokemon, slider getting faster and faster



Room #2: Puzzle Sketches

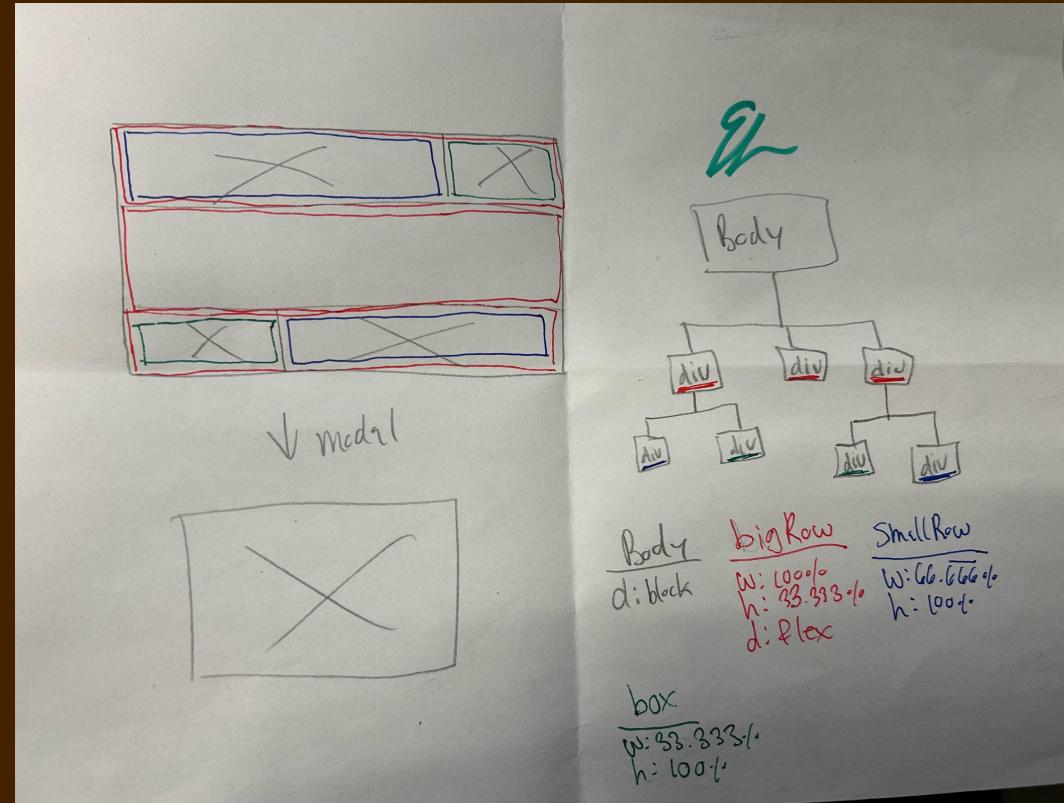


Room #2: Puzzle Idea #1 Mockup



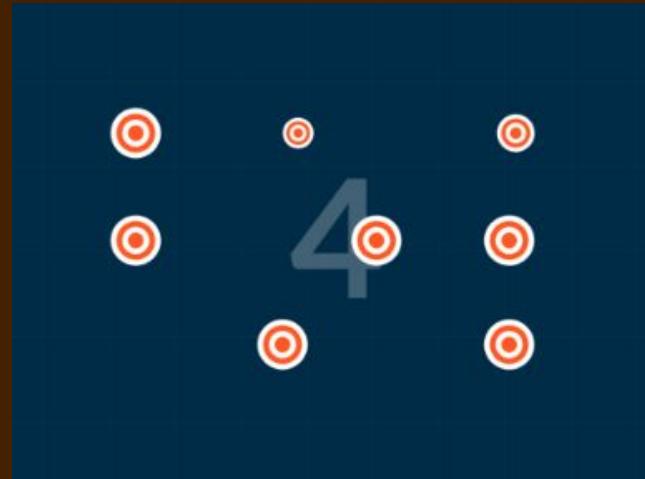
Modal

Phase 3



Room #2: Puzzle Idea #2

- Parry attacks
 - Little fists appear on the screen and you have to click them within a certain amount of time. If you don't they disappear and you take a little damage
 - Take too much damage and you lose having to start over



Room #3 - Ray Ghost Type



Mimikyu



Dragapult



Trevenant



Aegislash



Hisuiyan zoroark



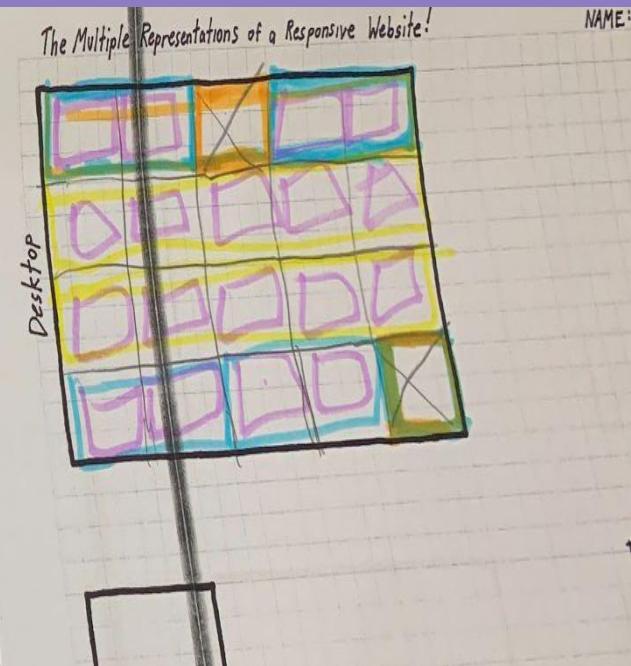
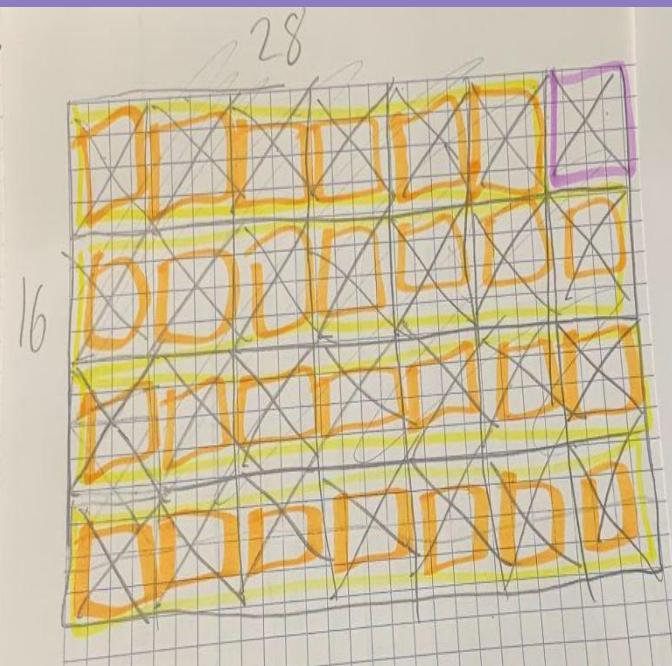
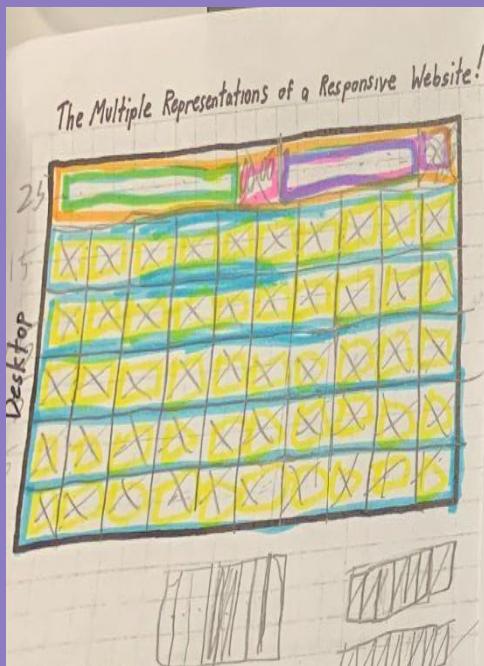
Mega Gengar

Room #3 - Puzzle Idea #1

- Try to find the ghost to knock them out
- Screen is black and player has to use cursor/flashlight to find it in the dark and click on them and koing them
- 6 levels/aka 6 pokemon of trying to find the ghost to knock them out
- If timer runs out they get jumpscared and have to restart from the beginning.
- If they hover over the wrong thing they get jumpscared.
- Once all 6 pokemon found then I congratulate them and they move onto the next Elite 4 member



Room #3 - Sketches



Room #3 - Puzzle mockup



FIND ME



Room #3 - Puzzle Annotated wireframe



Room #3 - Puzzle Idea #2

- Hide and Seek Ghost Hunt
- 6 levels to Try to find the ghost to knock them out
- They teleport around the room and the player has to click on them before they teleport somewhere else
- Each pokemon being more camouflaged and having more speed teleporting.
- If timer runs out they get jumpscared and have to restart from the beginning.
- Once all 6 pokemon found then I congratulate them and they move onto the next Elite 4 member



Mimikyu



Dragapult



Trevenant



Aegislash



Hisuiian Zoroark



Mega Gengar

Room #3 - Puzzle Idea #3

- Mimikyu: simple fun minigame, play hide and seek with mimikyu 2 rounds: 1 round is him normal form and 2nd round in his broken form and knock him out. If timer runs out you get jumpscared.
- Trevenant: Creates a forest with his powers making a dark room around you and your pokemon. Use flashlight/cursor to find him and KO him by clicking on him. Hovering over the wrong shadow will result in 1 sec jumpscare. There is a timer and if timer runs out you will get jumpscared and will have to restart.
- Aegislash: Depict 3 lock codes and if one is incorrect results in jumpscare and having to restart. If timer runs out Jumpscares
- Zoroark: transforms into 1 pokemon and shuffles between the 3 Pokemon if guess correct it transforms into another pokemon amond 4 then 5. If you mess up you have to restart.
- Gengar: Gengar has two forms normal Gengar and Mega Gengar. You have to defeat him by clicking on him at a tempo like a rhythm game.



Mimikyu



Dragapult



Trevenant



Aegislash



Hisuiian Zoroark



Mega Gengar

ROOM #4 ICE TYPE



DELIBIRD



GLACEON



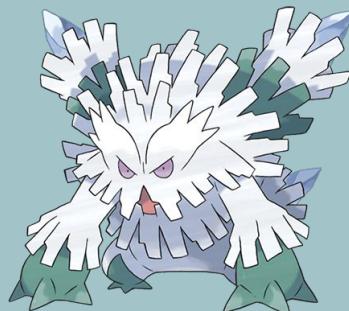
LAPRAS



ALOLAN
NINETALES



ABOMASNOW



MEGA
ABOMASNOW



MAMOSWINE

ROOM #4 PUZZLE PT1



DELIBIRD DROPS YOU A 3 GIFTS
AND YOU HAVE TO PICK THE
SAFE ONE!



NINETALES USES ITS ABILITY
“SNOW WARNING” AND
SUMMONS HAIL AND YOU
HAVE TO HIDE UNDER A
PLATFORM TO AVOID THE HAIL



LAPRAS USES SURF! THE STAGE
IS NOW FLOODED AND HAS
BECOME A MAZE OF ICEBERGS!

ROOM #4 PUZZLE PT2



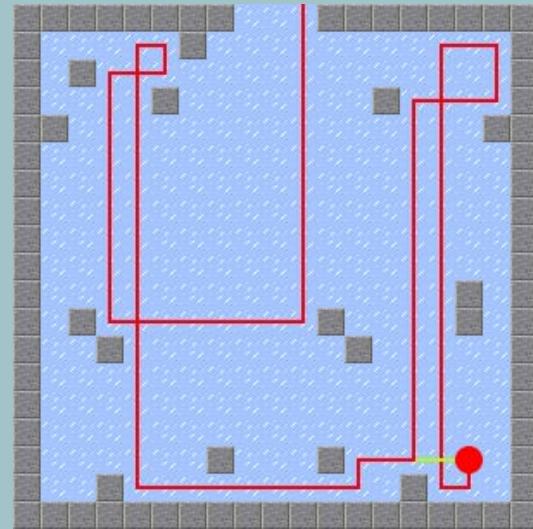
GLACEON'S "ICY WIND" COMES
IN WAVES YOU MUST ESCAPE
WHILE IT'S NOT WINDY
(IT'S BASICALLY RED LIGHT
GREEN LIGHT)



MAMOSWINE USES
EARTHQUAKE! YOU MUST
QUICKLY CLICK AS MANY
TIMES AS YOU CAN TO STOP
THE EARTHQUAKE!



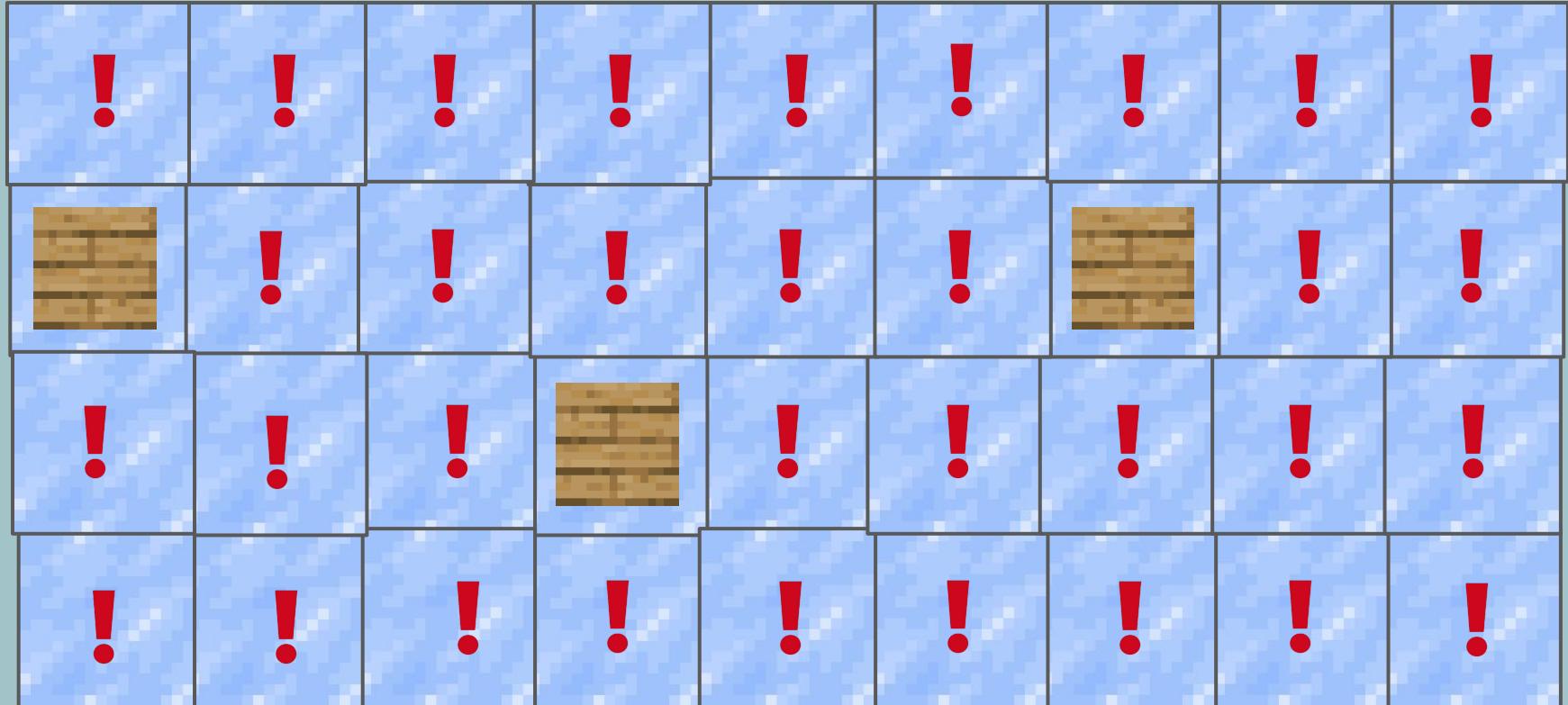
ABOMASNOW HAS MEGA
EVOLVED! (HARD CHALLENGE)
YOU MUST SLIDE THE FIRE ON
THE ICE UNTIL IT HITS IT!



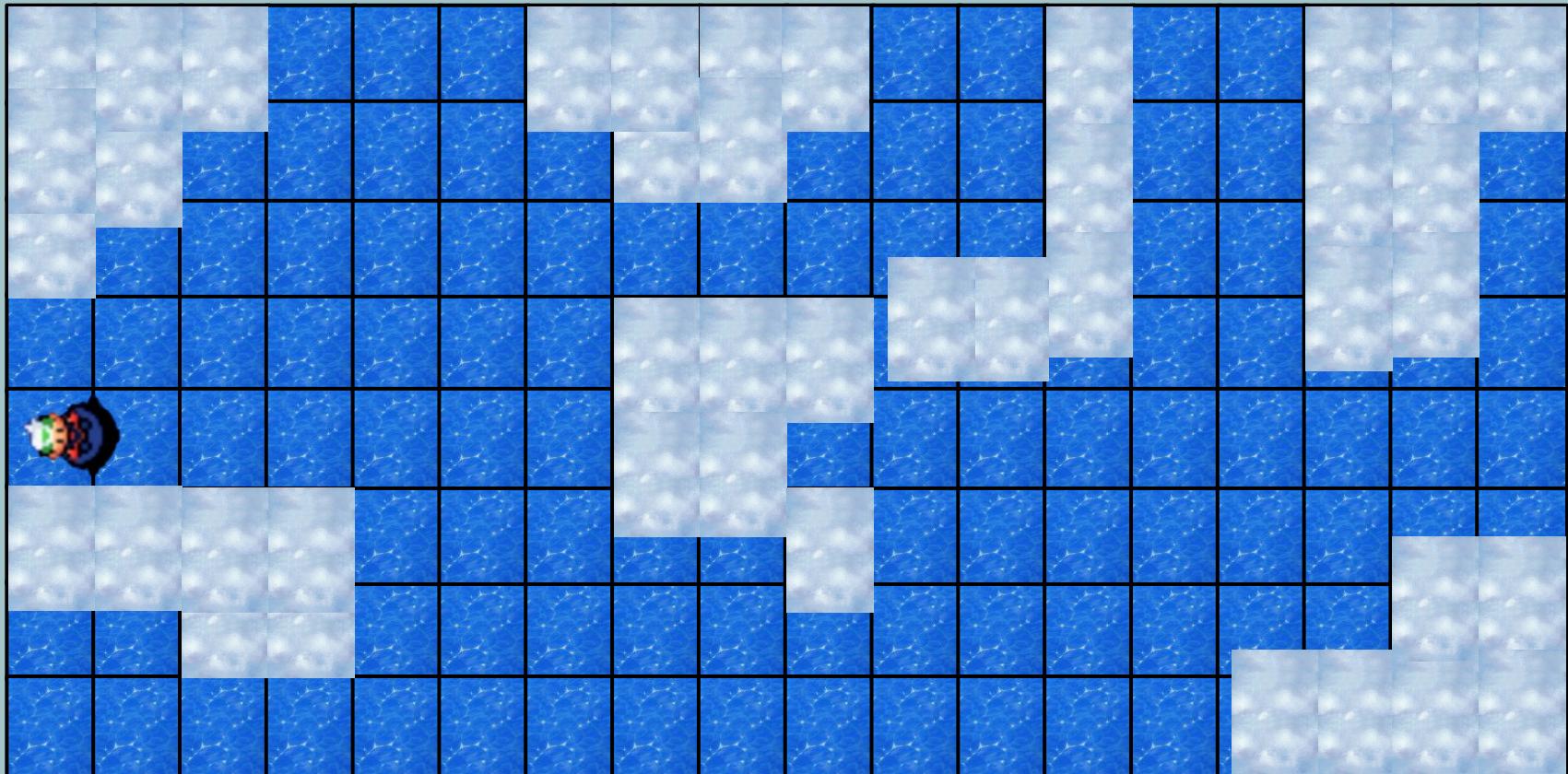
START SCREEN DESIGN MOCKUP PUZZLE 1



START SCREEN DESIGN MOCKUP PUZZLE 2



START SCREEN DESIGN MOCKUP PUZZLE 3

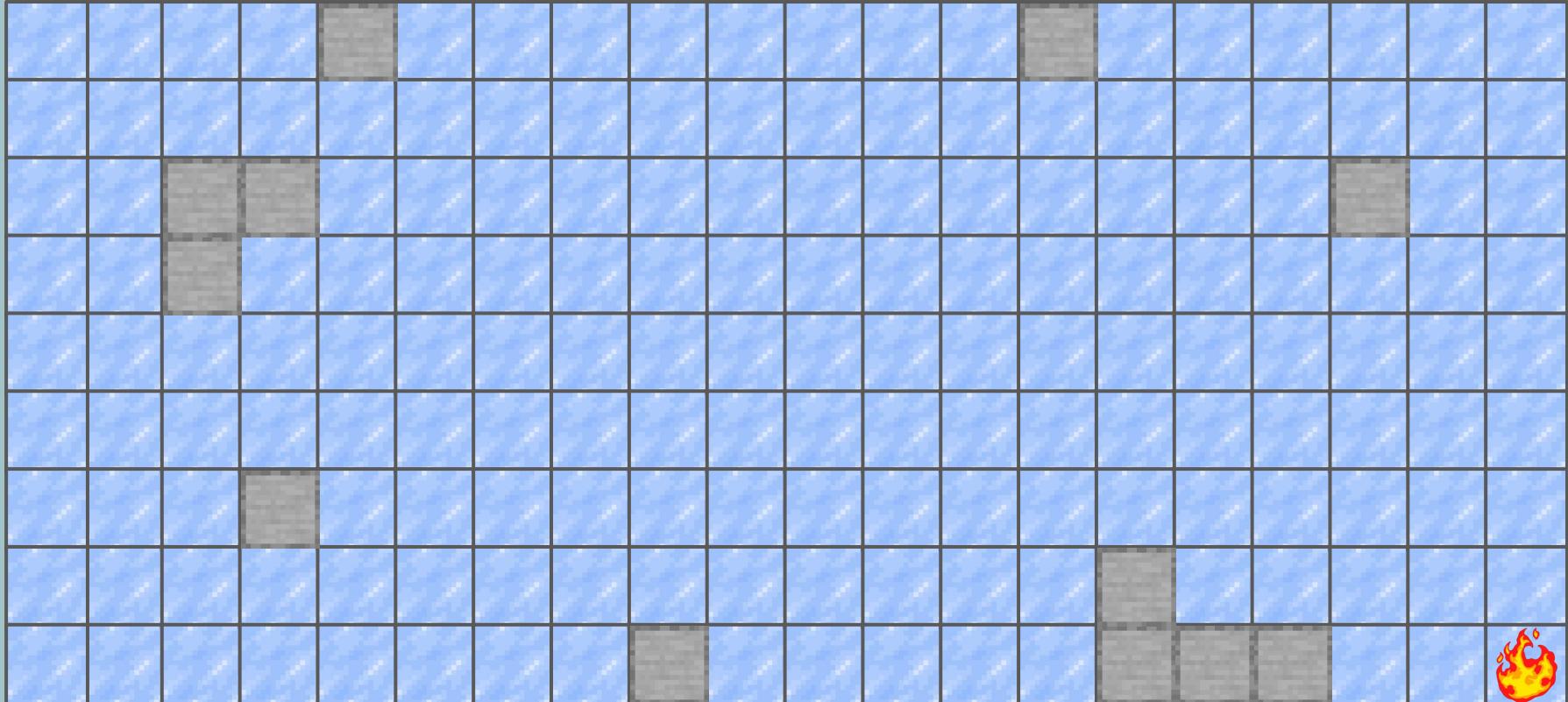


START SCREEN DESIGN

MOCKUP PUZZLE 4

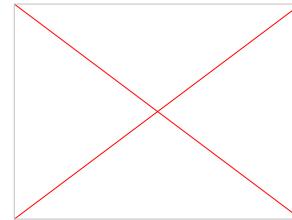


START SCREEN DESIGN MOCKUP PUZZLE 6

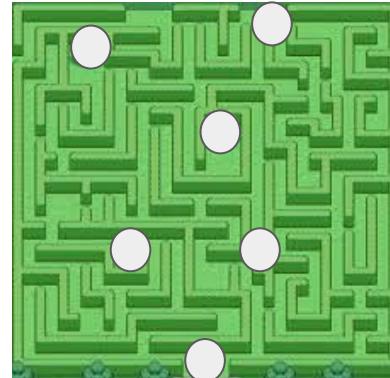


Room #5 - Kai's Puzzle

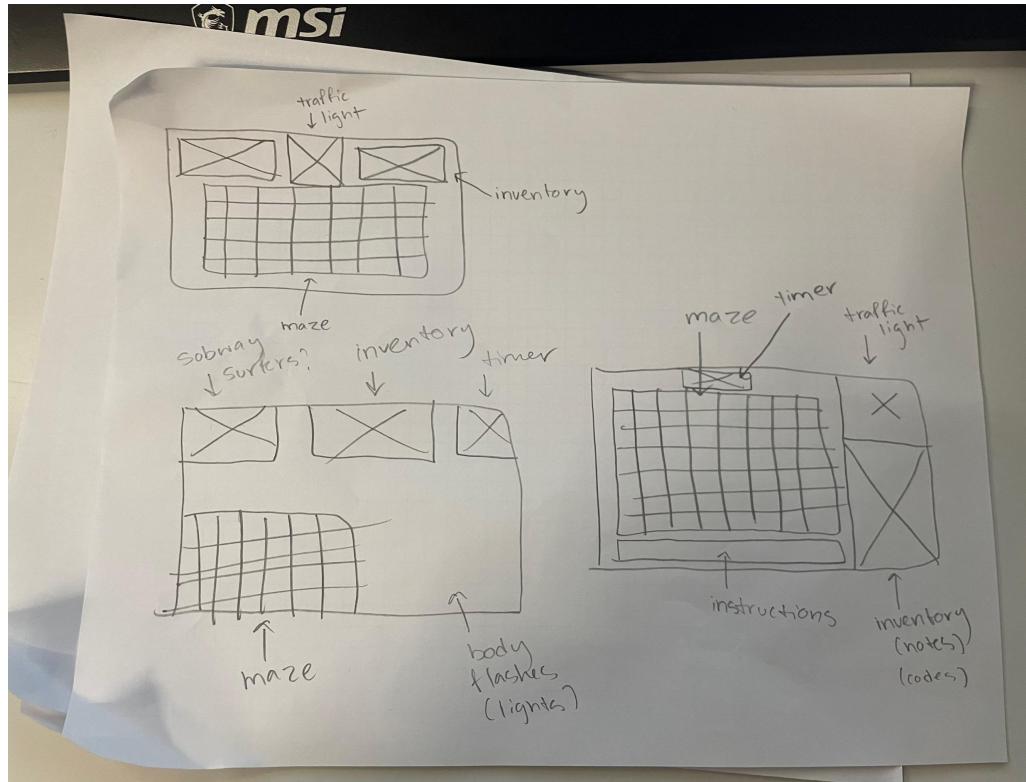
- 1st phase Team
 - Salamence (remember pattern) yes
 - Blaziken (dodge/block kicks) yes
 - Eiscue (frost/unfreeze) yes
 - Chandelure (candles) yes
- 2nd phase Team
 - Mega Sableye (red light green light with mouse as char.) if you fail, the text gets smaller and smaller and jumpscare. Collect shapes and numbers, code lock has a bunch of shapes you need to decode to open. (Doors stranger things creature guy)
- Skinwalker Showdown
 - Gastrodon (where's the 6th pokemon? I was here all along...)



$$\heartsuit = 6$$

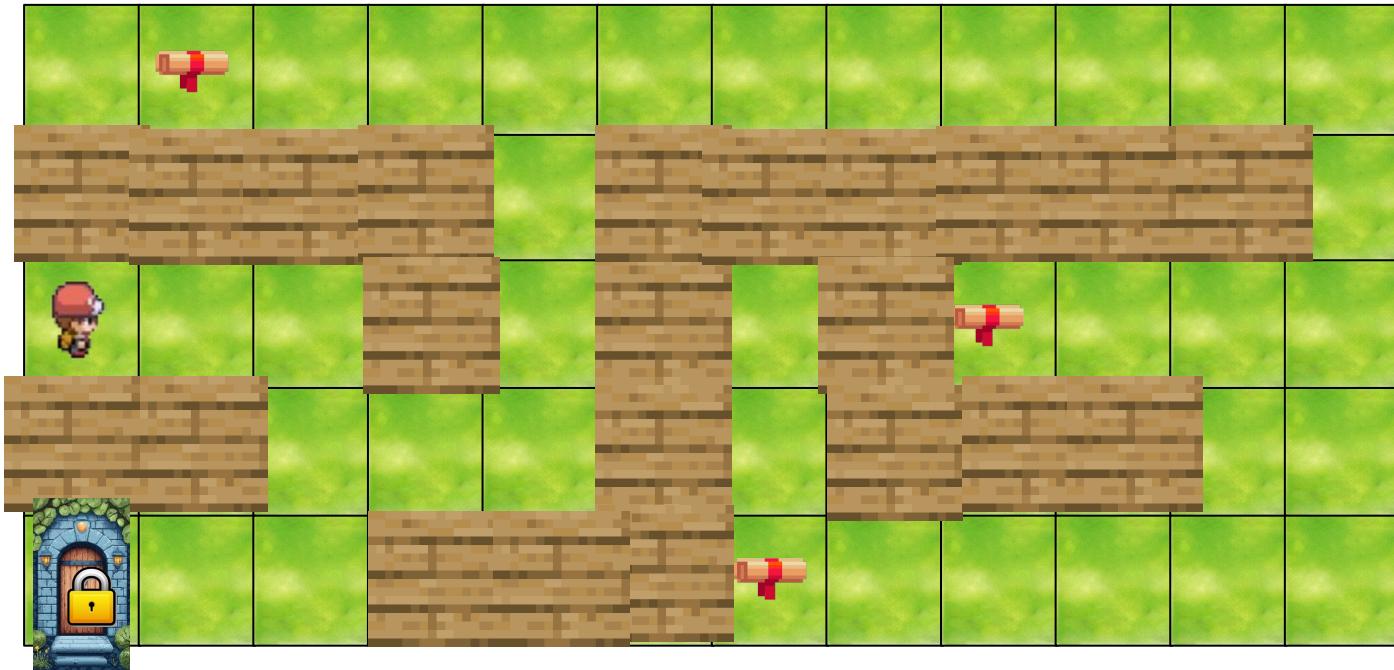


Room #5 - Kai's Puzzle - Phase 1

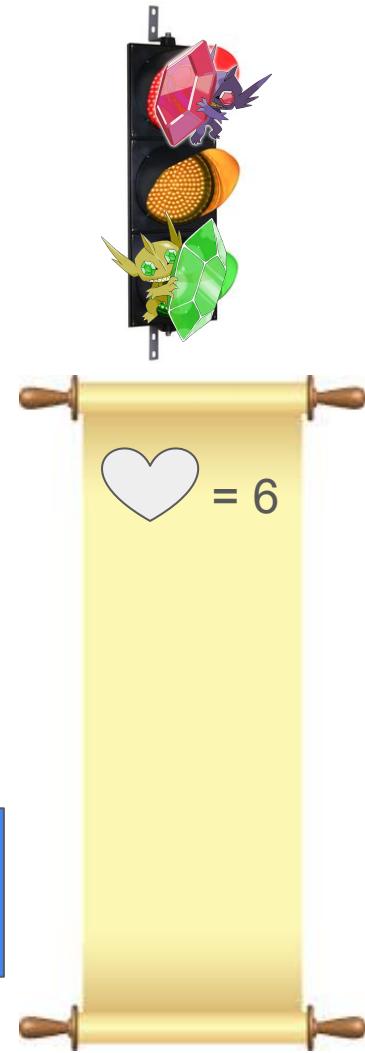


Room #5 - Kai's Puzzle - Phase 2

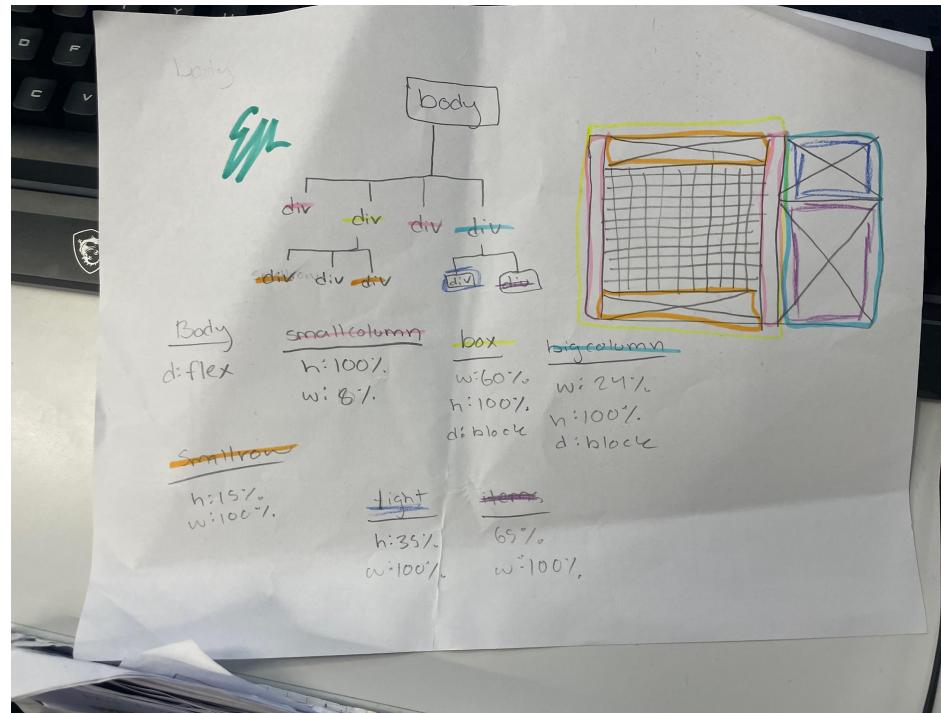
50 seconds



[Summarized instructions]
(Every 8 seconds, the map will be shown for $2+2n$ seconds.)



Room #5 - Kai's Puzzle - Phase 3



Room #6 Victory!

