Programming Pokémon- how is it supposed to work??

The storyline will be similar to the real game’s story- catch all the pokemons and become the best Pokémon trainer.

I had a tough time thinking about this, but finally I have come up with some points to share and work on.

**The World**

Our world is going to be 2 dimensional but will be built dynamically every time a player chooses to play.

New pokemons will keep getting added and removed from the world from time to time.

Multiple players can share the same world.

When a player comes across a pokemon, he can-

* Try to catch it.
* Ignore it.
* Be attacked by the pokemon, in which case he will have to defend himself.

The world will have other obstacles like swamps, ponds, other animals which the player has to overcome everytime he comes across one.

The player can only stay in the world as long as he and his pokemons have enough health points to survive. When the health points get over, the player loses.

**Leaderboards**

The game will have a leaderboard which can be used by anyone to see rankings and other stuff of players.

**Evolution**

Pokemons will start evolving when the player has made enough use of them during fights.

You can also teach your pokemons before entering the world.

**Including the programming part**

I thought of teaching our players by two means-

* Popup some hints while the player is playing.
* Let them configure some things before he begins a stage.

**Example**

A player starts the game and chooses to enter a world, before he enters the world, he will be told the probability of finding a specific pokemon in that world. Eg. Player is told that there is 20% chance of finding a fire pokemon in the world and 60% chance of finding any water pokemon.

In the game tutorials the player can find how to tackle different kinds of pokemons, and some special hints and tricks. This is where we will teach him constructs without him knowing about it.

For instance, if the player is able to catch a water pokemon in the world, we will reveal to him that water pokemons are unable to withstand iterations & that when he chose to repeatedly attack on the water pokemon with his Pikachu using a same move, he was ‘Iteratively’ attacking him(doing the same move again & again).

This is how the player will learn about iterations.

For Conditional statements-

We can teach our players that a fire pokemon cannot be defeated if we repeat the same moves again and again. In order to defeat them, we need a different move after repeating a move after repeating it 3 times.