**Pokémon Programming**

Be a child or an adult, everybody loves Pokémon, and that’s why I thought that making a game out of these fictional creatures would definitely attract huge attention of kids and young adults.

The game basically wants to take leverage of the popularity of Pokémon, for teaching something much more valuable->>**programming constructs and decision making.**

The game would consist of several scenarios, each of which will introduce the player something new to work upon-

**Scenario 1-Gotta catch ‘em all**

This stage will be the easiest and will aim to introduce some basics of programming to our player.

Possible scenario-

You are at one end of a maze. At the other end, there is a Pokémon (a sweet little Pikachu waiting for you). In order to catch the Pokémon, you need to go across the maze, and every time you move ahead, you need to give some commands (we will teach our players in this way).

The player is also going to meet Team Rocket in the way (the game is going to be very interesting!!), and needs to get rid of it in order to move ahead.

Finally, when you reach near your Pokemon and throw your Pokeball towards it, the Pokemon will resist your efforts of capturing it by asking you a question or a problem (the difficulty of which depends on the type of pokemon). If you are able to solve the problem, the Pokemon would be yours, if not, you will lose it.( that sweet little Pikachu will give you a shock!!)

**Scenario 2- Train your Pokemons**

Completely different from the first stage, here you will be literally programming your pokemons in their training sessions in order to prepare them for battles.

Players would be able to make their pokemons more powerful by solving problems we present them, and also by making their own signature moves.

**Scenario 3- Battle**

Here you can have Pokémon fights with your friends (and your enemies).

The 3rd scenario will be difficult to make, and I am still pondering on ways in which we can depict fights and battlegrounds. Still, I believe that this game has the potential of becoming a perfect teaching tool for teaching basic programming constructs to kids.