#Pokémon Thirst– Scenario Explanation

**Storyline**

The basic story behind the game that we are going to build is about-

“a boy whose goal is search and collect all the Pokémon which are scattered all across the world. So, he sets out on a journey to collect all of these Pokémon. During his journey he faces a lot of challenges and hurdles like snakes, lions, rivers, cliffs etc. which he overcomes by developing different skills. This includes long/tall jumping, killing with a stick, swimming and much more.”

This document describes the basic world, stages, point structure and configuration for the game.

**Actors**

These are the elements of game which will have the ability to interact with the world. They will have a particular pattern of behavior/task and an area where they can roam and live.

To start with we will have following Pokemons in our game –

1. **You / a boy / can be a girl too** –
   1. You are the hero of this game. Your goal is to collect as many pokemons as possible. You are crazy about Pokemons.
   2. You can walk, run, jump, throw a rock, swing a stick or sword
   3. You can collect / catch pokemons and keep them safe with you.
   4. You score points when you catch a Pokemon, and you lose points when you lose them
   5. You have a specific lifespan which depends upon amount of food you eat, eating somethings can give you enough to survive for a specific period of time.
   6. You will lose your life as you walk or run through the world. So keep eating regularly.
   7. You will also loose life if you get bitten by a snake or attacked by a lion.
2. **Pokemons** –
   1. A pokemon is a simple actor with a power.
   2. One specialty of pokemons is they change their positions dynamically after a specific period of time.
   3. These pokemons are not visible to any other actor, despite you. Once you touch a pokemon, the pokemon will disappear and will be added to your collection. This will also update your score respectively.
   4. Pokemons can also be used as a lifeline. If at times you are about to die, you can release one of your pokemons to get a life in return for it.
3. **Snake / Lions / Wolfs** 
   1. These are animals which are roaming around in the forest. Sometimes hungry and looking for a pray.
   2. They can bite you or eat you.
   3. If confronted with one of these, you can either run away or you can kill / escape the animals by using one of your skills.
   4. They might chase you for a while, within a range, but not all the way.

**Game World**

The game world will be evolving but 2D in nature. It might consist of a desert, a forest or water depending upon the stage. The actors specified above can change as per the underlying game world.

The boundaries of the game world are fixed and do not extend beyond specified limits.

**Scoring / Leaderboard**

Your score will be updated as and when you pick a pokemon. A central scoreboard will be maintained to store all the scores for each of game users.

These scores can be viewed by any other game players.