**Pokémon Design #1**

**List of Pokemons:**

[**http://pokemondb.net/sprites**](http://pokemondb.net/sprites) **has the list of Pokemons which can be our actors in the game.**

The list is huge, but I will only include the most popular ones in initial release.

**Displaying Pokemons:**

I will be using the images and gifs which are available at <http://pokemondb.net/sprites> for representing any Pokemon actor.

**Class Movement(Abstract):**

This class will act as a prototype for the movements which can be done by any Pokemon. Depending upon the type of Pokemon, each Pokemon will possess different kinds of move such as forward, backward, sprint, forward hopping, backward hopping etc. (working on it)

**Class Pokeball:**

This class will be inherited by each Pokemon actor and will have two methods:

* public capture()
* public failCapture()

**Class Moves(Abstract):**

This class will contain only the moves which are generic in nature (such as tackle). This class will be inherited by 4 classes**: movesGrass, movesWater, movesRock, movesElectric & movesFlying.** The above mentioned classes will again define moves which are specific to each type of Pokemon. Depending upon the actor, it will inherit these classes (one or more).

**List of Pokemons which shall be developed for the first release:**

1. **Bulbasaur-grass**
2. **Exeggutor-grass**
3. **Krabby-water**
4. **Seadra-water**
5. **Onix-rock**
6. **Graveler-rock**
7. **Pikachu-electric**
8. **Magnemite-electric**
9. **Charizard-flying**
10. **Golbat-flying**