

The basic concept of my shooting game is user can use mouse to move the Mudkip and press mouse to shoot the evil Pokémon.

I basically achieve all visual appearance and the fundamental structure of the game.

But there are still things I need to work out. First, the “water gun” goes along with Mudkip and I want it go straight once its shot. Also, the collision parts seems not working to me. I still need to find out the problem.

Also, there are still additional feature I need to add on. Such as the level up and evolution of my characters. For the visual part, I am considering to add more emotion and effects of character movement. Also the background need to be refined.