Monster Master

John Hacker’s Project Proposal

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I want to create a game called “Monster Master” that is most closely like Pokémon. The user plays as a character that transverses a 2-dimensial (exact size TBD) map that is displayed on the screen. The map will be printed to the screen and will show position of the character. As he walks from space to space in + directional movements, random monsters will appear with their own attacks and stats. Monsters on the field will be hidden from view. Each attack has its own stats that include power, speed, and accuracy; meanwhile, monsters have independent stats that include all the ones that attacks have plus defense, health, and elusiveness. The hit rate and damage dealt by each attack will depend on the combination of both monsters’ stats and the stats of the attack. Every monster has at least one attack and may have up to four attacks. The user starts with one monster.

When the player encounters a monster, it engages in battle. Battle is turn-based and the prize for winning the battle is experience points. Both the winning monster and character gain independent experience points. It is possible to capture monsters from the field. It becomes easier to capture a monster when it has lower cumulative stats, especially available health. A direct hit will result in double damage dealt. Direct hit rate is determined by accuracy. Available health refills back to maximum after being caught. Captured monsters can be used in battle and the order of monsters in the user’s inventory can be changed, even during battle. The player has a maximum of 5 roster spots for monsters. The player cannot drop a monster from his roster, even if it has died. The player starts with 15 devices to capture monsters and cannot gain any more. One device is lost at every attempt to capture a monster. The character gains experience for catching a monster but any monsters involved in the capture does not.

Experience points lead to both the monsters and character leveling up at specific intervals of points. Every level requires increasingly more experience. Leveling up results in a boost of their stats. Boost in stats is static among every level bump. Field monsters level up based on number of steps taken by the character. Field monster’s leveling up happens at constant rate of steps (leading to them leveling up faster than the character, forcing eventual defeat). Two high scores will be kept and displayed through the running of the game: highest character level achieved and highest monster level achieved.

Before starting the game, the user will have the option to import his own monsters, both for him to start with and for him to battle against. There will be options to include default monsters, start with a random monster, and custom character stats. There will be restrictions on the stats of imported monsters and characters. Once all the player’s monsters die and he cannot capture anymore, he loses and will asked if he wants to play again.