Documentation

The Pokemon 2D game

Thanks for this opportunity to explore text-based games. I would have never imagined text based RPG games. I have tried to recreate my favourite Pokemon gba games.

Rules:

➢ Use **W,A,S,D** to move around and explore the map.
➢ Your pokemon should not faint. If it runs out of HP, game is over!
➢ To win the game, you must defeat the gym leader.
➢ Level up your pokemon by battling with wild pokemon in the grass.
➢ As your pokemon levels up, it grows stronger with increase in HP and learns new stronger moves at specific levels.
➢ To heal your pokemon fully, visit your house.
➢ Walk on yellow path to avoid encountering wild pokemon.
➢ Take decisions wisely! You can choose if you want to fight a wild pokemon and when to take the gym.
➢ At last, don't forget the type advantages and disadvantages!

Pokemon Type	Strength	Weakness
Fire	Grass	Water
Water	Fire	Grass
Grass	Water	Fire

Features:

➢ A 20x20 **dynamic** grid map **randomly** generated every time you start the game!
➢ The map has a house, gym, yellow path (60%) and green grass(40%) and of course the player(red X).
➢ A total of **13** pokemon(fire, grass and water type) and a set of **13** unique pokemon moves with **different stats**.
➢ A **randomly chosen gym leader** of any pokemon type, unknown to user at the start of the game.
    1. Fire type gym(Charizard of lvl 10)
    2. Water type gym(Blastoise of lvl 10)
    3. Grass type gym(Venasaur of lvl 10)
➢ 3 **choices of starter pokemon** – Charmander (fire type) , Bulbasaur (grass type) or Squirtle (water type), each of level 5.
➢ Rate of encounter = **50%**

➢ Rate of attack miss for user = **20%**
➢ Rate of attack miss for computer = **30%**
➢ **Pokemon experience and level up system**: Win battles to gain exp and level up. Increase in **HP (+15)** and **new moves** learnt on levelling up.

Pokemon	Level 6	Level 8	Level 11
Charmander	Quick attack	Ember	Flamethrower
Squirtle	Peck	Water gun	Hydro pump
Bulbasaur	Quick attack	Vine whip	Solar Beam

➢ **Type advantage** and disadvantage system

Pokemon Type	Strength (+10 damage)	Weakness(-5 damage)
Fire	Grass	Water
Water	Fire	Grass
Grass	Water	Fire

➢ **Dynamic battle system**: You have the choice to battle or run. Turn by turn style (User moves first and then the computer. This repeats till one of the pokemon faints). In your chance, choose the move to attack the opponent pokemon with. The computer randomly chooses a move from its move set for any wild pokemon.
➢ Fully **heal** your pokemon by walking into your house.

Sources:

https://en.wikipedia.org/wiki/Text-based_game: Got the wider idea of text-based games which can also include rpg games.

Youtube video on creating battle systems using oops