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CSCI 3010

Final Project

Gameplay Requirements:

1. The concept of the gameplay will be similar to the concept of Pokémon. The three different types of resources are money, health point, and power point. The player loses the game when they reach \$0 and the player would win if they reached \$1,000. The player will start out with \$500 when they start the game and if the player wins the battle, they will receive \$100, but lose \$200 if they lose the battle. Players would be able to upgrade their health point or their power point by spending \$200. The game's other mechanic would be. This game will consist of total of 2 players. The computer will choose the attack with the highest power point. Once the computer uses all the turns for the highest attack, it will use the second highest attack. For the mechanic, players will be able to spend \$300 to prevent the other player from attacking for one turn.
2. I will be implementing a flyweight design pattern. I'm planning on having a list of Pokémon and it will connect to player 1 and player 2. Then player 1 and player 2 will connect to the UI.

3. I will plan on creating a low-fidelity prototype for this program, so I could ensure the UI will be easy to access and to learn. I will give my prototypes to one computer science major and one non-computer science major. I will observe how they use the fidelity and determine what changes I have to make.

Then, I will transfer the fidelity into QT Studio and make the UI look like the fidelity.

I will plan on creating at least 3 Pokémon's with their health point and power point attributes.