Pokémon Rom hack:

**Gameplay**:

fishing

* Can catch water types or lost items

Bike

* Can ride around and maneuver certain terrain
* Bike sound

Combat

* Turn based
* Choose Buff with drawbacks at start of match, can select none
* Stat buffs/Debuffs, only during combat
* Speed difference determines who goes first, can attack twice in a row if speed difference is too great.
* Can lose a little health if attack stat is much lower than enemy defense stat
* Can get dizzy if speed stat is high but focus is low
* Animation System for moves

**Stats:**

- Type matchups

-STAB

-No EV, IV

-No genders

**Overworld:**

Shop:

* Items
  + Poke balls
  + Potions
  + Status healer- heals any status effect
  + Ropes to climb terrain – otherwise risk falling to death
  + Swim gear – die immediately without it, lose all your money and all non-water types in your team.
  + Sandstorm gear - die immediately without it, lose all your money and all non-rock/ground types in your team.
  + Buy steroids that buff stats but when they wear out, or you leave the game, they decrease Pokémon’s level by 20%.

Pokémon Center:

* Heal Pokémon

**Encounters:**

Random, but are more likely to happen if the first Pokémon in your team type is weaker than the dominant type of that biome. Random level from range. Make are script that holds available Pokémon with level dependent move sets and selects one randomly (set myself).

There are 5 environments each with unique Pokémon

* Water
  + Dive for stronger Pokémon otherwise use fishing pole and get weaker ones
* Desert
* Forest
* Mountain
* Grassland

**Battle Mansion:**

A Gauntlet style arena that scales in difficulty with your Pokémon team’s highest-level Pokémon. All NPCs are grunts. It has clever NPC’s that each have unique fighting styles. Battle trainers one after the other get healed after each fight. If you lose, you start from beginning and lose a lot of money. Each grunt gets slightly stronger than the previous and their tactics do as well.

(Go further in depth once development is past groundwork stage).

**Dialogue System and UI:**

* Interact with overworld, text feedback
* Create Selection UI based on Yes/No dialogue box
* Dialogue is basic speech from npc’s

**NPC’s:**

**Types:**

* **One way dialogue**
* **Interactive but non-combat once off (fisherman)**
* **Interact to initiate combat**
* **Combat when seen or interacted, can shift to one-way once defeated or no longer needed for combat**
* **Special purpose and interactive (Poke store and center)**

**Save System**

* **Capture players name if there isn’t existing save**
* **Save players Pokémon info, items, money**