Project “Pokémon” Status Report

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Abstract

The project “Pokemon” is a massive multiplayer role playing game inspired by the Pokemon series created by “Nintendo Company.” Players, users, will be able to travel around, catch, or trade Pokemon, and battle other Pokemon or Players. Its main purpose is to provide an enjoyable experience to users in the world of Pokemon with diverse Pokemons to catch, battle, explore, or find their own destiny (a Player’s purpose/motivation to continue playing the game). Our project team members and their roles consist of: Joe Ashby (responsible for setting up the grid, titles database, player login, and player vs player, the world for players to move around in, and other tasks that needs assistance), David Serrano (responsible for setting up the client, the UI (start menu, in-game menu, player GUI, NPCS (non-player characters), and other tasks that needs assistance), and Kenny Hoang (responsible for setting up the Pokemon and moves with their collections, the statistics, team-building, soundtrack, the encounter GUI, and other tasks that needs assistance). The projects’ documentation is up to date with the latest standards.

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The project description of “Pokemon” is a multiplaying role playing game for players, the users, to catch Pokemon in the unique vast world of Pokemons. Players will be able to catch all kinds of life, Pokemons, each Pokemon will have unique appearance, stats, and moves to make them engaging and fun. The Pokemon world will consists of towns, NPCs (non-players), and areas (in these areas, players can catch or battle Pokemon). Another important feature, players can battle against other players by using their Pokemons. Additionally, the “catch” mechanic revolves around a player being able to obtain other Pokemon to be added to their roster, but only if the Pokemon reaches a specific requirement to meet the “catch” mechanics. Thus, these Pokemons are only catchable when their healths are low and players uses an item called the “Pokeball,” which is needed to catch them. Moving forward, the “battle” mechanic dwells down to two Pokemon fighting each other until one Pokemon’s health depletes to number “zero.” Adding on to that, player versus player dwells down to which player’s team runs out of eligible Pokemons to participate in the “battle” mechanic (eligible as in regarding the Pokemon health is not “zero”). Lastly, players will be able to enjoy the beautiful interactive world, in form of a grid, by walking around and exploring the vast lands of the Pokemon universe.

**Project Status Update for May 12, 2020**

The project has gone through a lot of progress, everything started out as a command line, but the project implemented fully in GUI. Players are able to register or login through the starting page via client. The information of these players’ accounts will get stored to an online database. Players will simply need to enter their login credentials upon returning to the program to keep their information from their recent game session. Once in game, they are able to interact with NPCS(non-player characters), or simply walk into grass fields to encounter a wild pokemon battle encounter explored in full GUI visual effects. Music is added in all parts of the game to add an immersive experience. Players can view all different GUI through their menus, bag collection, or player information. Our team member Joe has created a player vs player interaction, but it has not been finished, and he would slightly need more time to get it into implementation.

On team’s overall outcome, the team did a good job. The final product of the project, from the time that we had, has met satisfaction from every in the team. The results were achieved through everyone’s hard work and determination. We kept meeting through live meetings, or direct messages via ‘Discord.’ I am thankful for this opportunity, because I learn to work with others in a team unlike previous team experiences, which interactions were few too many, and I gotten to learn JavaFX (a whole new GUI experience). Overall, it was an amazing experience.

**LINKS:**

Github project: <https://github.com/ChiralAlchemist/cs401proj>

**Team members:**

Joe Ashby, David Serrano, & Kenny Hoang