



Champion

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Cristian Hutchings, Raymond Kumamoto**



Ideas That Didn't Make the Cut

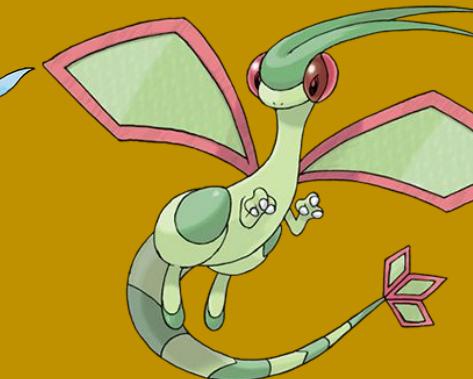
- Cooking pokemon
- Stardew valley
- Fishing
- Camping
- Gengar's haunted mansion
- Legend of zelda
- Pokemon battle against the championship team

Chosen Theme: Elite 4 & Champion

- The overarching narrative is becoming the Pokemon Champion by defeating the Elite 4 and the current champion!
- The user will be trying to become a Pokemon Champion!
- There will be one game per elite four member with a team of 6 pokemon and the last champion will have elements of each minigame up until that point with one additional pokemon battle game and a final surprise at the end.
- 1st room: Emiliano
- 2nd room: Micah
- 3rd room: Raymond
- 4th room: Cristian
- 5th room: Kai

Room #1: Emiliano-Dragon type

- Mega charizard X - fire/dragon
- Dragonite - dragon/flying
- Garchomp - dragon/ground
- Altaria - dragon/flying
- Flygon - dragon/ground
- Turtonator - fire/dragon



cipher



Fire

Hint: try to pay attention to the borders of the pokémon



Ground

Memory! You have 3 chances to match all three elemental subtypes of these pokémon!



Flying

Code

Open = 0

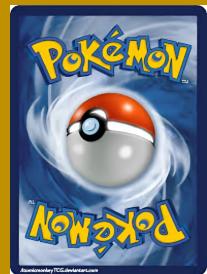
Whenever flip a card open = open+1

If open=2 flip all cards down



Puzzle idea#1:

- Memory (flipping cards with matches of my pokemon team on them) and they have to match the secondary types of them they get three mistakes to match 3 pairs out of the 6 pokemon
- (or i could just do 12 cards with a double of each pokemon)
- Use colors in addition to the types if it is too hard (ground brown, fire red, flying sky blue)



- Secondary game idea: remember the types that matched during my game and figure out which one matched up with salamence. They will be provided salamence's types as a cipher and i will be color coordinating the rest of the pokemon to make them easier to remember.



Room #2: Micah Fighting Type



Sawk



Throh



Mega Lucario



Pangoro



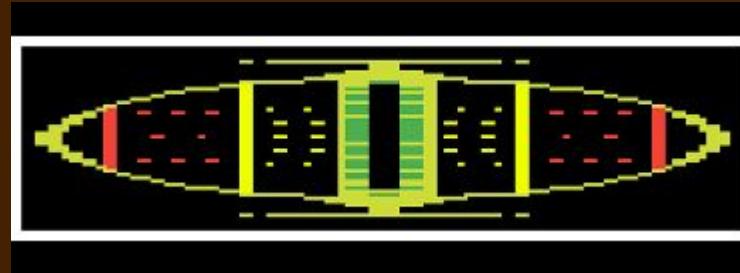
Machamp



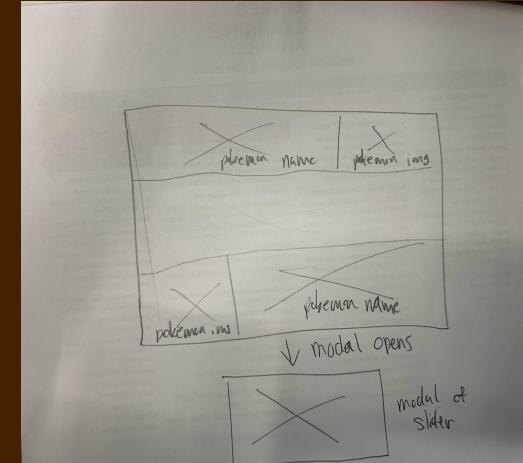
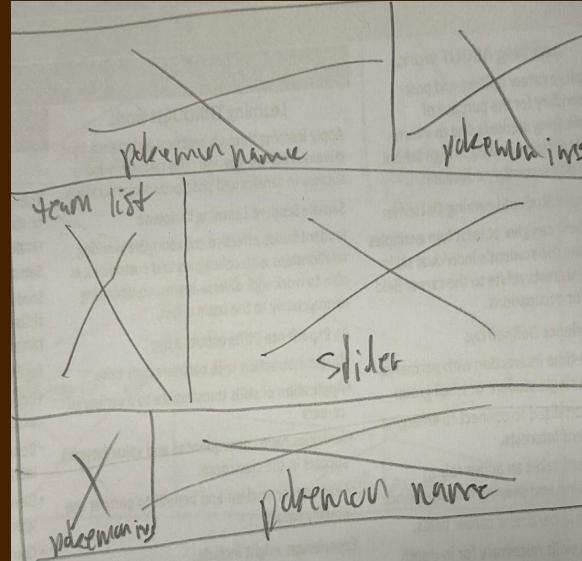
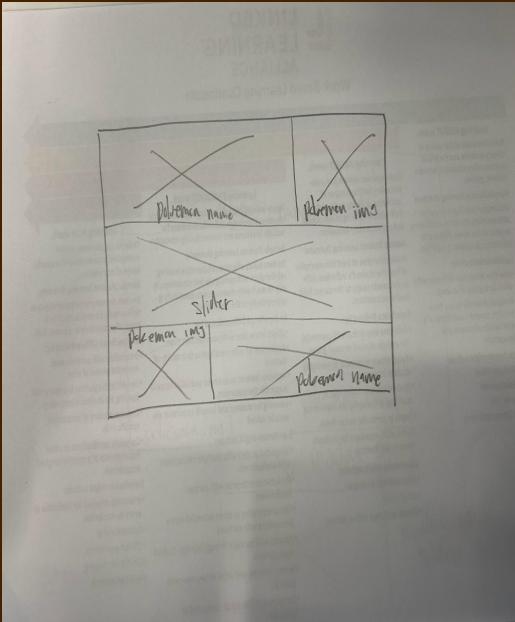
Hariyama

Room #2: Puzzle Idea #1

- Parry attacks
 - Bar with slider that goes back and forth. You have to stop it in the middle to parry the attack successfully
 - 6 levels, 1 for each pokemon, slider getting faster and faster



Room #2: Puzzle Sketches

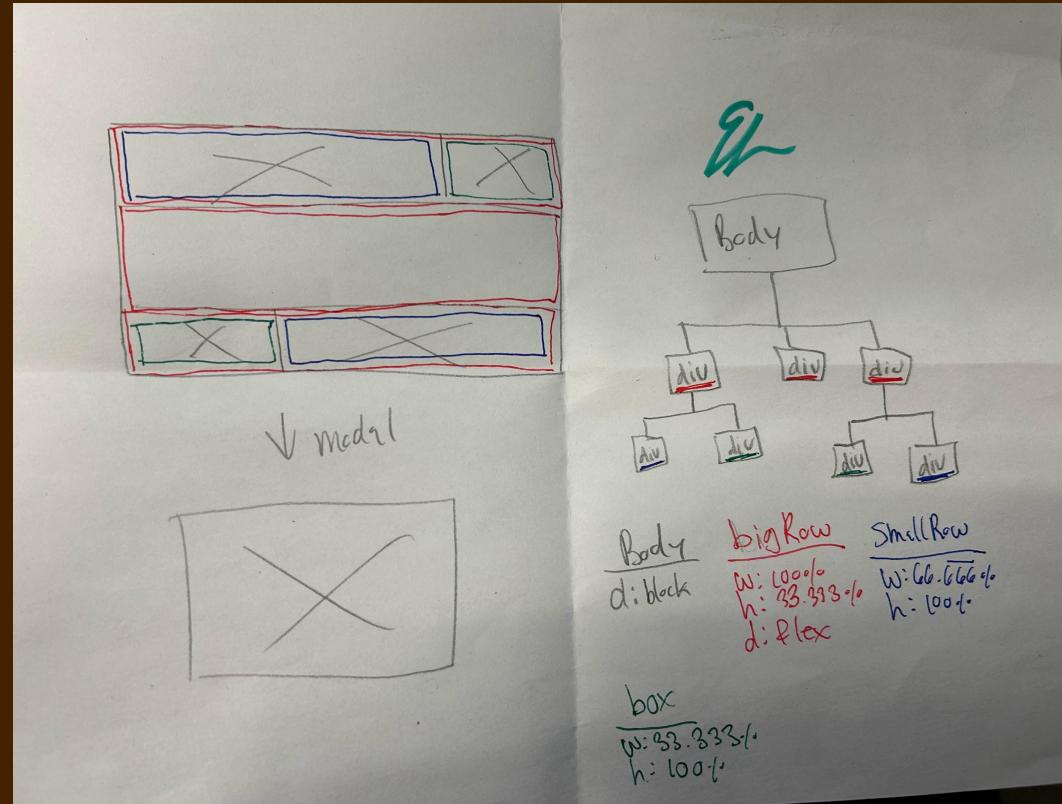


Room #2: Puzzle Idea #1 Mockup



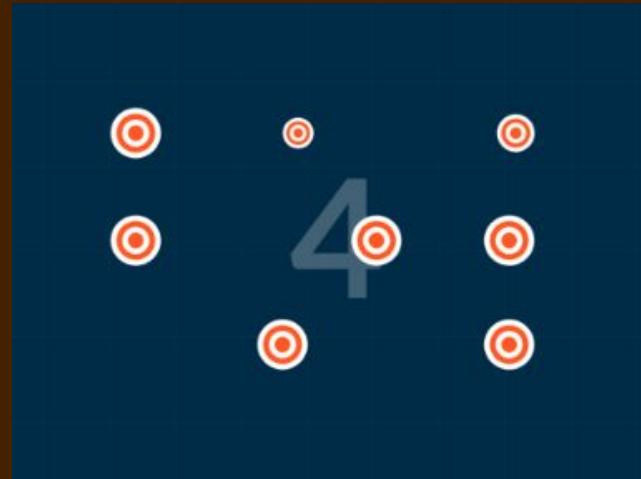
Modal

Phase 3



Room #2: Puzzle Idea #2

- Parry attacks
 - Little fists appear on the screen and you have to click them within a certain amount of time. If you don't they disappear and you take a little damage
 - Take too much damage and you lose having to start over



Room #3 - Ray Ghost Type



Mimikyu



Dragapult



Trevenant



Aegislash



Hisuiyan zoroark



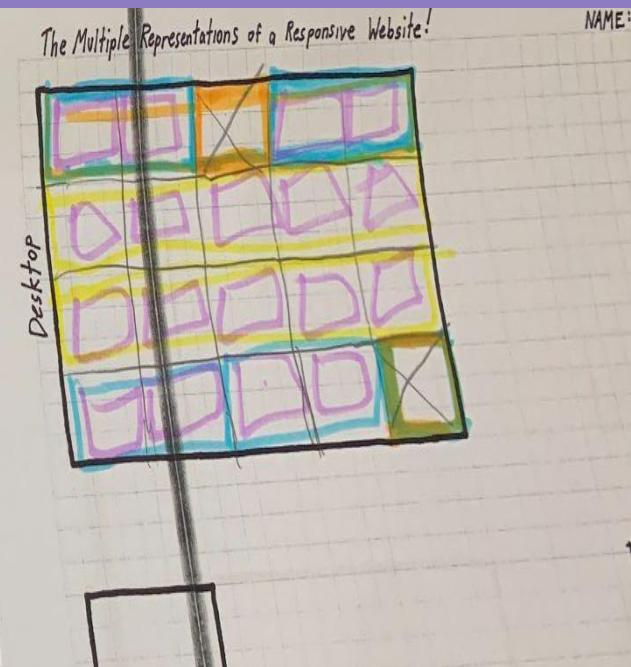
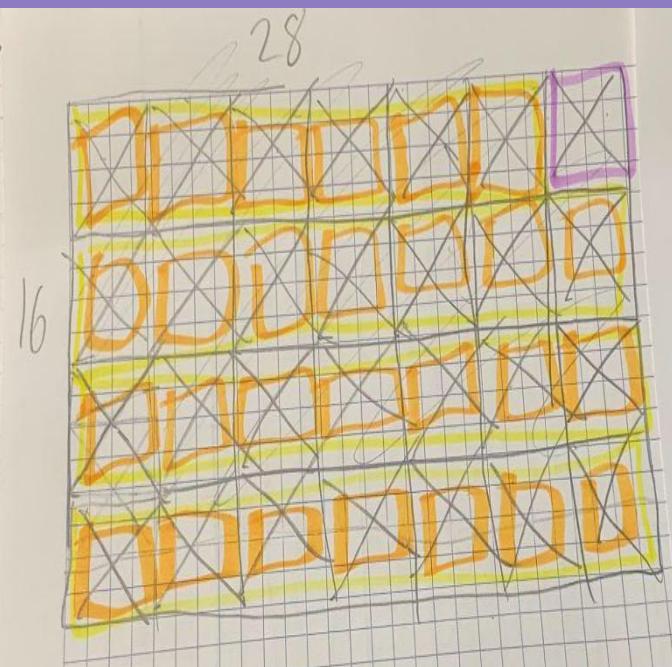
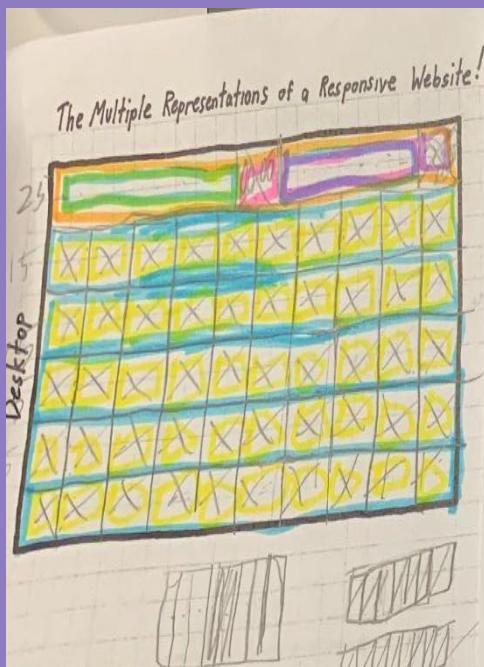
Mega Gengar

Room #3 - Puzzle Idea #1

- Try to find the ghost to knock them out
- Screen is black and player has to use cursor/flashlight to find it in the dark and click on them and koing them
- 6 levels/aka 6 pokemon of trying to find the ghost to knock them out
- If timer runs out they get jumpscared and have to restart from the beginning.
- If they hover over the wrong thing they get jumpscared.
- Once all 6 pokemon found then I congratulate them and they move onto the next Elite 4 member



Room #3 - Sketches



Room #3 - Puzzle mode



FIND ME

Room #3 - Puzzle Annotated wireframe



Room #3 - Puzzle Idea #2

- Hide and Seek Ghost Hunt
- 6 levels to Try to find the ghost to knock them out
- They teleport around the room and the player has to click on them before they teleport somewhere else
- Each pokemon being more camouflaged and having more speed teleporting.
- If timer runs out they get jumpscared and have to restart from the beginning.
- Once all 6 pokemon found then I congratulate them and they move onto the next Elite 4 member



Mimikyu



Dragapult



Trevenant



Aegislash



Hisuiian Zoroark



Mega Gengar

Room #3 - Puzzle Idea #3

- Mimikyu: simple fun minigame, play hide and seek with mimikyu 2 rounds: 1 round is him normal form and 2nd round in his broken form and knock him out. If timer runs out you get jumpscared.
- Trevenant: Creates a forest with his powers making a dark room around you and your pokemon. Use flashlight/cursor to find him and KO him by clicking on him. Hovering over the wrong shadow will result in 1 sec jumpscare. There is a timer and if timer runs out you will get jumpscared and will have to restart.
- Aegislash: Depict 3 lock codes and if one is incorrect results in jumpscare and having to restart. If timer runs out Jumpscares
- Zoroark: transforms into 1 pokemon and shuffles between the 3 Pokemon if guess correct it transforms into another pokemon amond 4 then 5. If you mess up you have to restart.
- Gengar: Gengar has two forms normal Gengar and Mega Gengar. You have to defeat him by clicking on him at a tempo like a rhythm game.



Mimikyu



Dragapult



Trevenant



Aegislash



Hisuiian Zoroark



Mega Gengar

ROOM #4 ICE TYPE



DELIBIRD



GLACEON



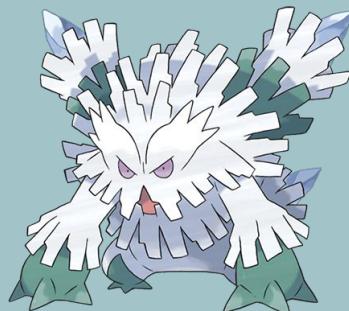
LAPRAS



ALOLAN
NINETALES



ABOMASNOW



MEGA
ABOMASNOW



MAMOSWINE

ROOM #4 PUZZLE PT1



DELIBIRD DROPS YOU A 3 GIFTS
AND YOU HAVE TO PICK THE
SAFE ONE!

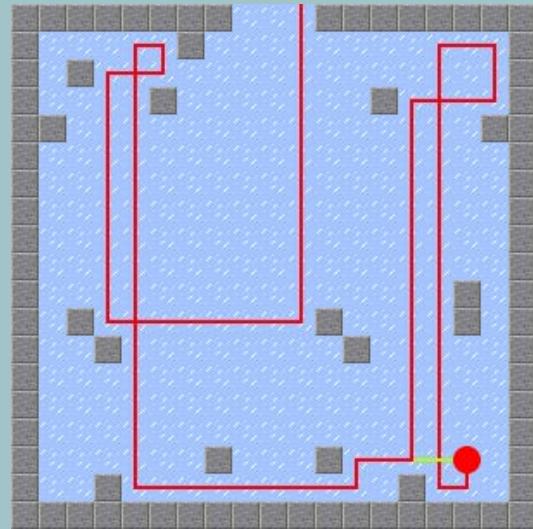


NINETALES USES ITS ABILITY
“SNOW WARNING” AND
SUMMONS HAIL AND YOU
HAVE TO HIDE UNDER A
PLATFORM TO AVOID THE HAIL



LAPRAS USES SURF! THE STAGE
IS NOW FLOODED AND HAS
BECOME A MAZE OF ICEBERGS!

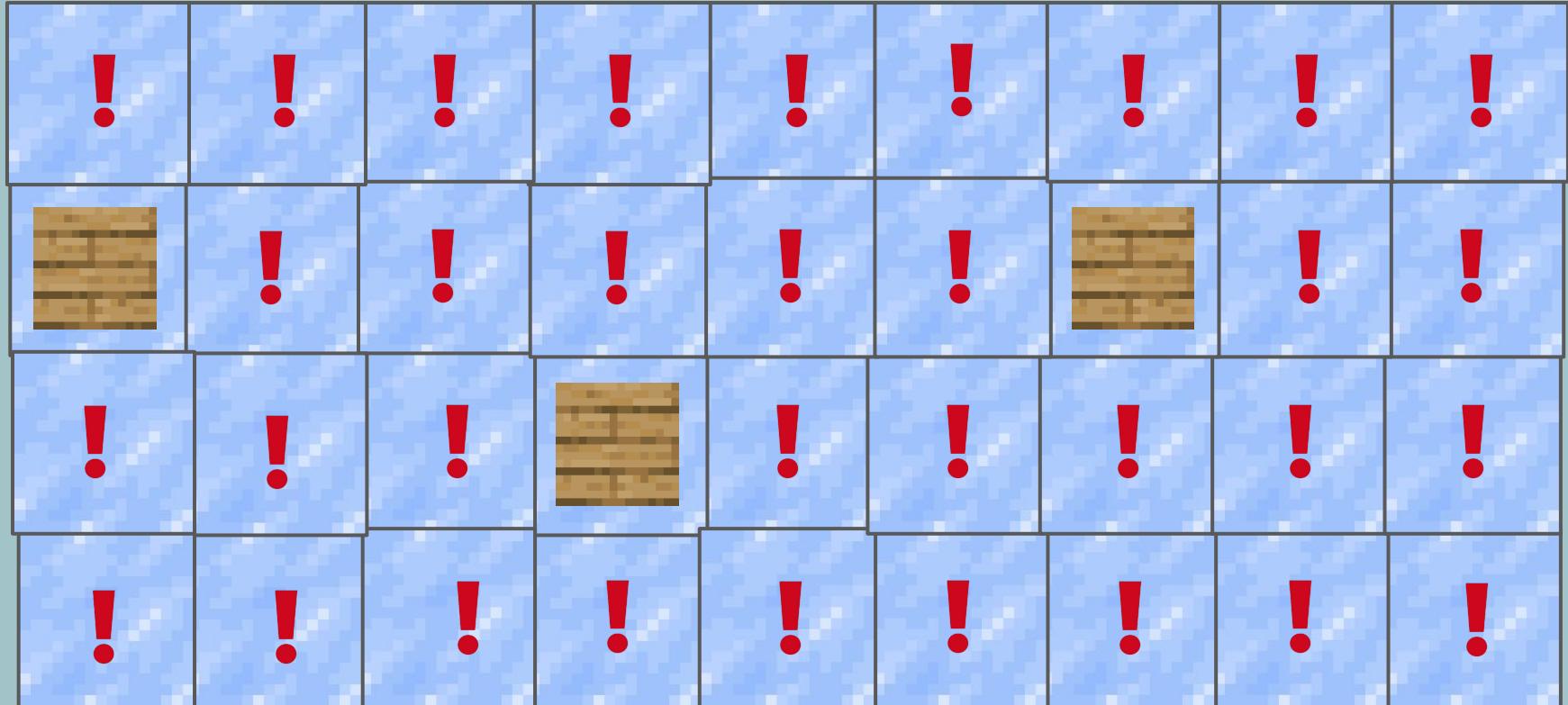
ROOM #4 PUZZLE PT2



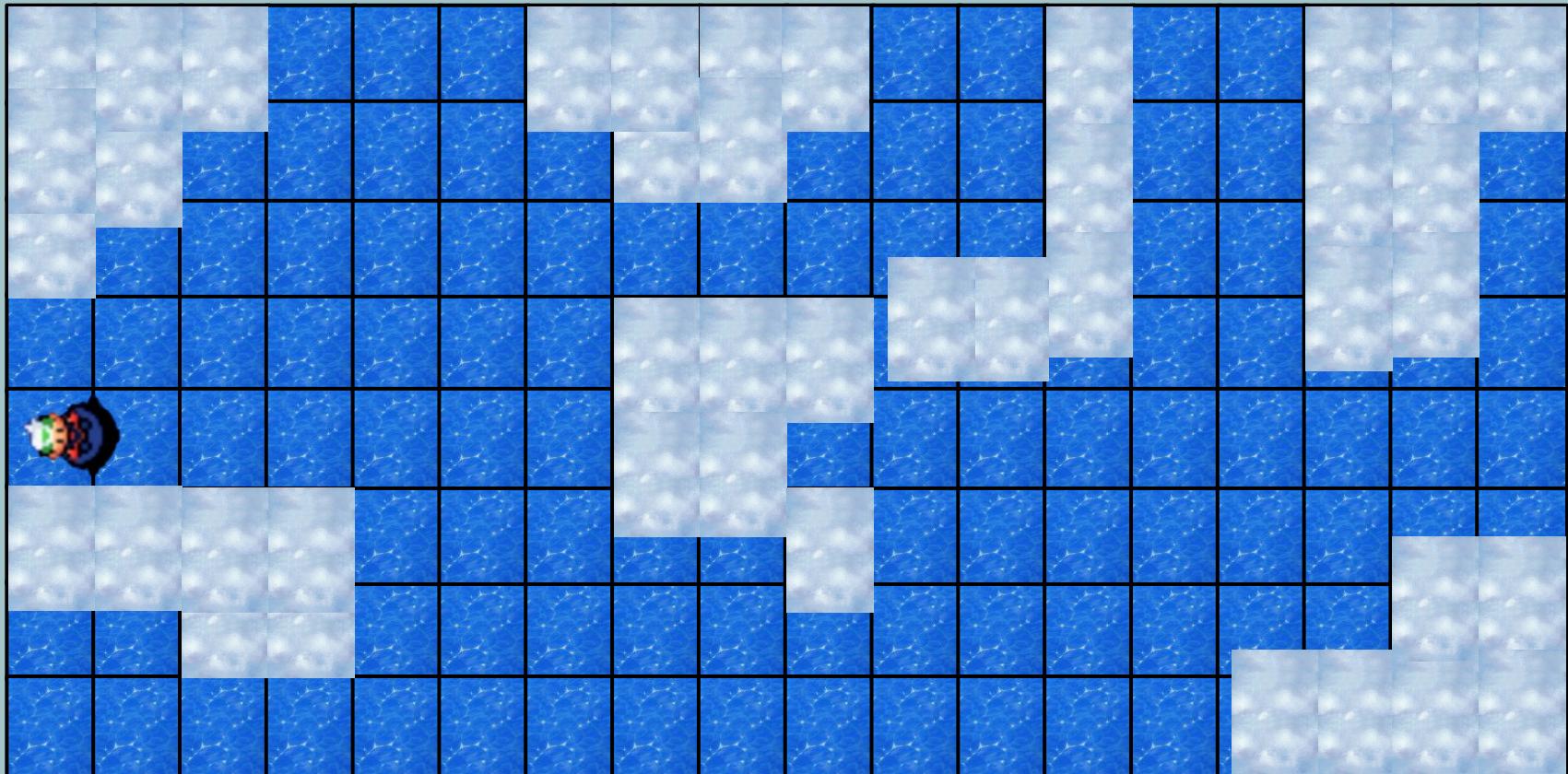
START SCREEN DESIGN MOCKUP PUZZLE 1



START SCREEN DESIGN MOCKUP PUZZLE 2



START SCREEN DESIGN MOCKUP PUZZLE 3

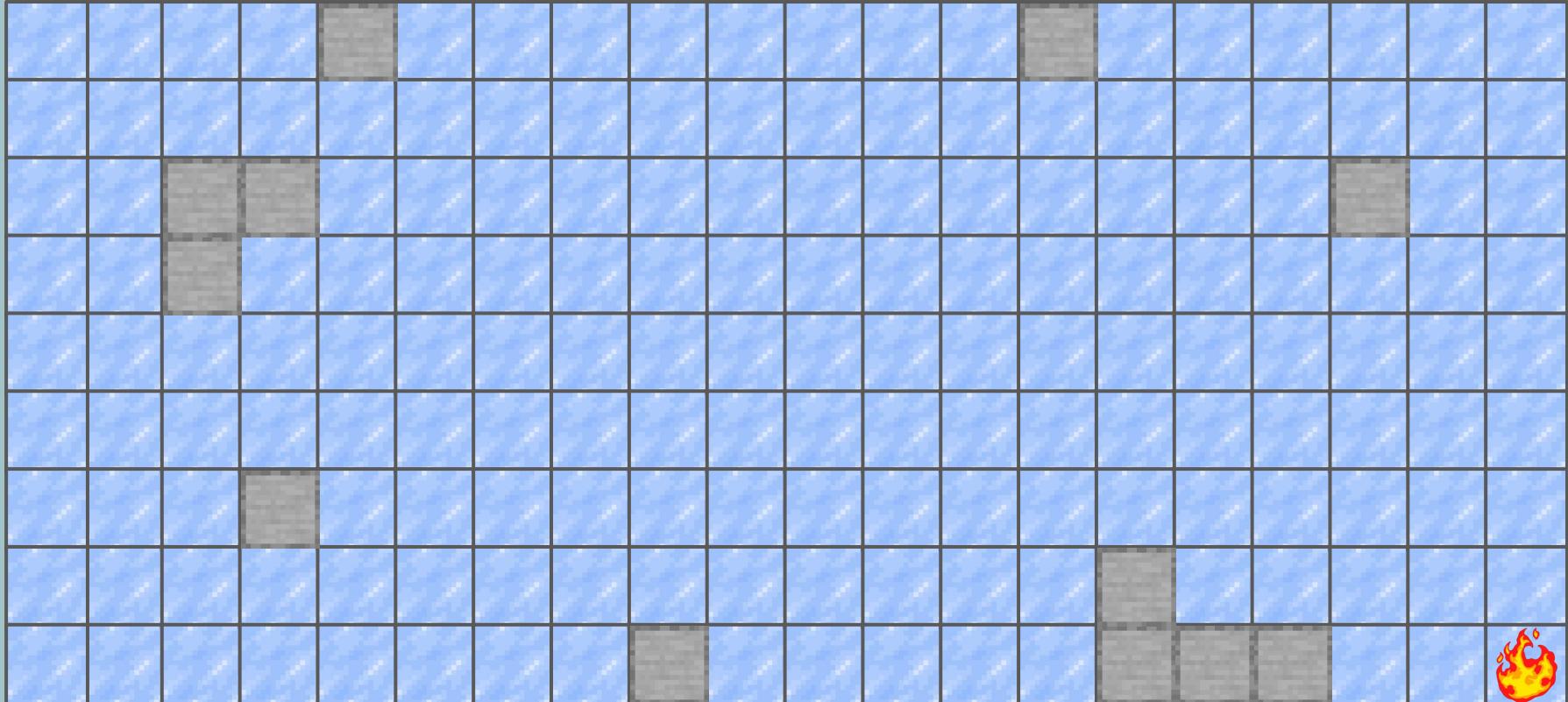


START SCREEN DESIGN

MOCKUP PUZZLE 4

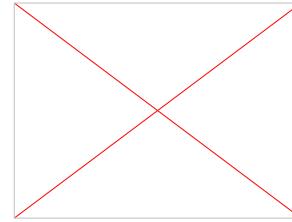


START SCREEN DESIGN MOCKUP PUZZLE 6

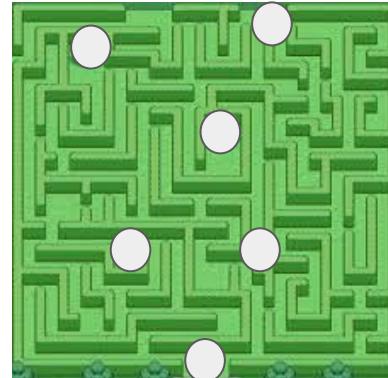


Room #5 - Kai's Puzzle

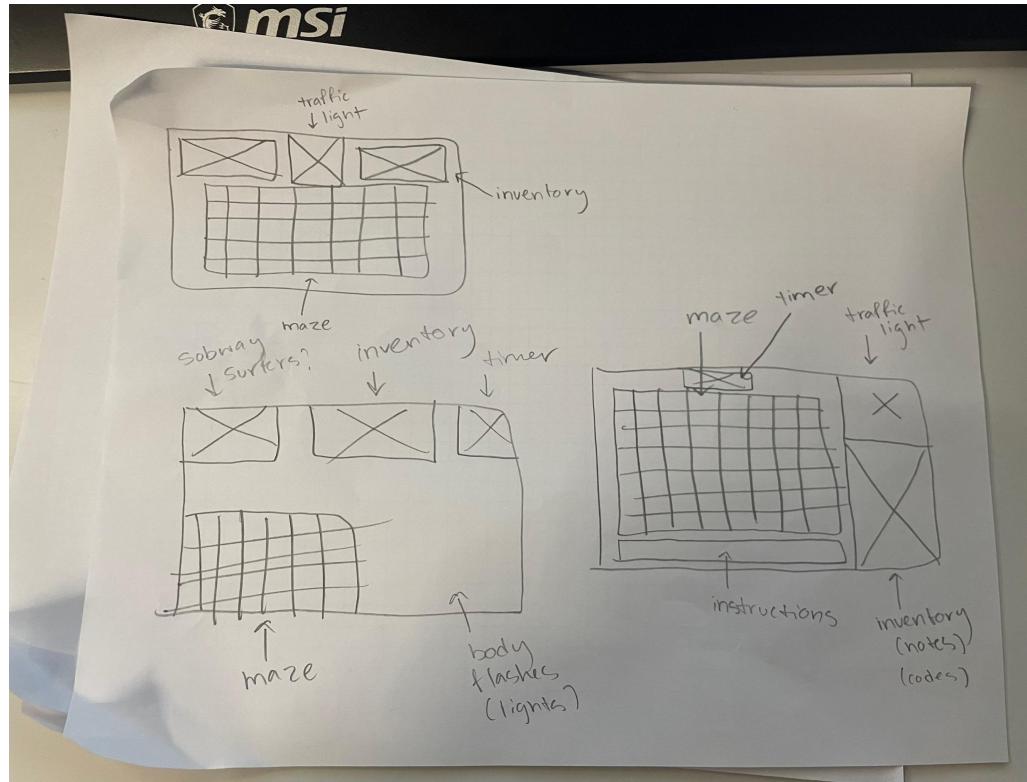
- 1st phase Team
 - Salamence (remember pattern) yes
 - Blaziken (dodge/block kicks) yes
 - Eiscue (frost/unfreeze) yes
 - Chandelure (candles) yes
- 2nd phase Team
 - Mega Sableye (red light green light with mouse as char.) if you fail, the text gets smaller and smaller and jumpscare. Collect shapes and numbers, code lock has a bunch of shapes you need to decode to open. (Doors stranger things creature guy)
- Skinwalker Showdown
 - Gastrodon (where's the 6th pokemon? I was here all along...)



$$\heartsuit = 6$$

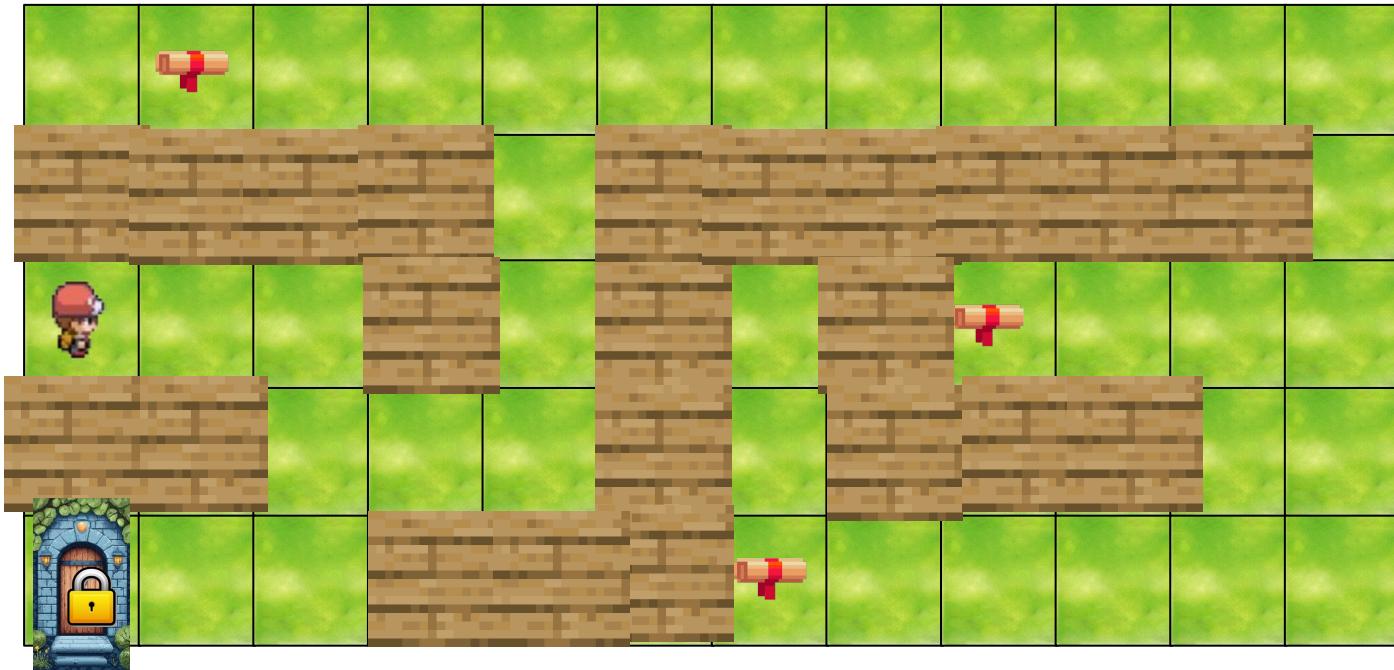


Room #5 - Kai's Puzzle - Phase 1

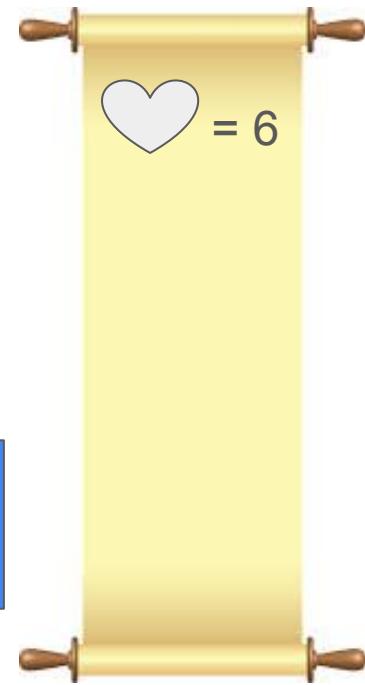


Room #5 - Kai's Puzzle - Phase 2

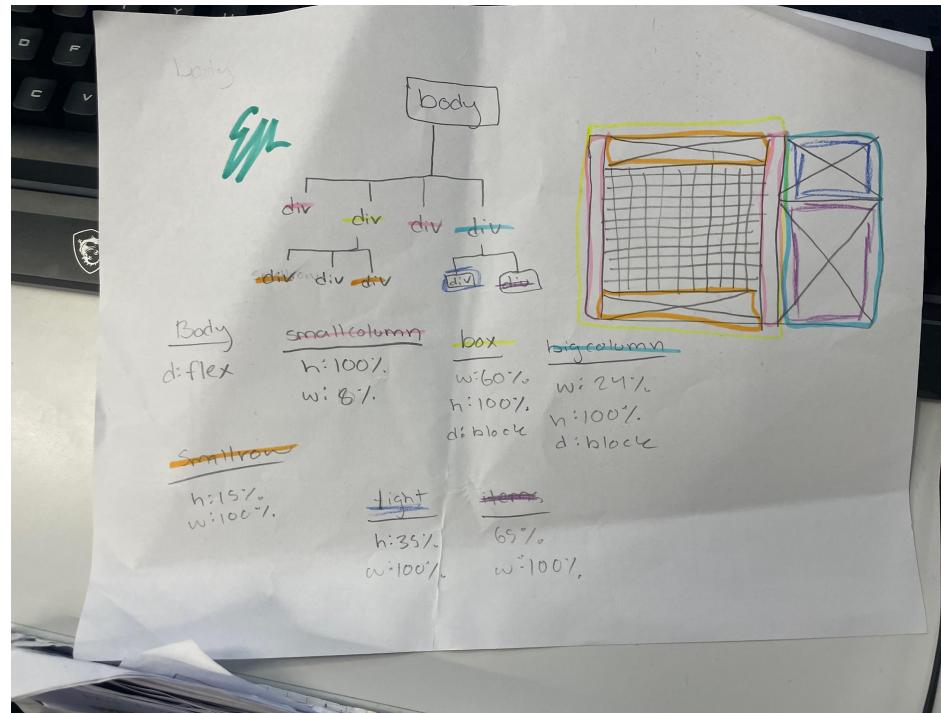
50 seconds



[Summarized instructions]
(Every 8 seconds, the map will be shown for $2+2n$ seconds.)



Room #5 - Kai's Puzzle - Phase 3



Room #6 Victory!

