

Project Report: Textémon Go

Deep Raval - 202303058 and Megh Jagtap - 202303040

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1 Introduction

Textémon Go is a Java based game project, made to demonstrate the application of Object-Oriented Programming in the field of game development. This game was inspired by Pokémon Go, introducing Textémons as text based creatures that a player can collect, train and use to battle wild Textémons. This is a short, story driven and single-player game, where player learns the world of Textémons.

2 Game Concept and Objectives

Textémon Go is a game inspired by Pokémon Go, but instead of using graphics, it's all text-based and PvE style. In the game, you explore different areas and find text creatures called Textémon. The player assumes the role of a brave Textémon trainer, called a Texter, and takes on the adventure, collecting items and helping his village be saved from the wrath of dark Textémons who aim to destroy the village.

The player has to complete a series of quests, battling various wild Textémons, and acquire their help to save his village from impending doom!

3 Gameplay Overview

The aim of the game is to protect the Texter's village from doom, for that, the player first has to learn the ways of the Textémon world, understanding the strength and weakness of each Textémon, strategically utilising their abilities to gain an advantage over the wild Textémons and defeat them. In this turn based game, a wrong move can alter the course of battle.

4 Project Implementation

The implementation of 'Textémon Go' involves developing a text-based PvE adventure game in the Java programming language. The project utilizes object-oriented programming (OOP) principles to create reusable and modular code structures. The game can be easily expanded further to include various other mechanics.

- **Textémon Classes:** Textémon are represented as objects with attributes such as name, type, health and damage.
- **Textémon:** Each type of Textémon has special abilities which are common within a type and differ with type, the game is balanced so that no type is the best type. Each Textémon has certain weaknesses and strengths that the player can explore.
- **Battle System:** The battle system facilitates turn-based combat between player-controlled Textémons and opponents which are predetermined.

5 Future Plans

- **Player IDs and Accounts:**
 - Implement player accounts for progress tracking and personalization.
- **PvP System:**
 - Introduce player-versus-player battles with matchmaking and leaderboards.
- **Database Management:**
 - Use databases to store player data securely and efficiently.
- **Graphical User Interface (GUI):**
 - Develop a visually appealing interface using Java GUI frameworks.
- **Expanded World and Content:**
 - Introduce new regions, quests, and events to enrich game world.
- **Community Features:**
 - Implement social features like chat, trading, and guilds for player interaction.

6 Conclusion

In conclusion, "Textémon Go" presents an exciting opportunity to explore the world of text-based gaming while showcasing the practical applications of object-oriented programming principles. Through its journey, the game not only provides entertainment but also serves as a platform for learning and experimentation.