**Project Proposal**

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Executive Summary:

My game will be a 2-D HTML Canvas Pokemon game where the player can explore and battle Pokemon.

Statement of Need:

I would like to solve the personal problem of me not having not enough experience developing games. This is my first semester learning how to make games/applications through web development and I would love to pursue it further. The service my game will provide is entertainment to others. My software will be unique because I plan on having the view of Pokemon battles be different than the original game.

Project Goals:

1) The capabilities of the game will be that the player will be able to move around through a 2-D HTML Canvas landscape.

2) Creatures called “Pokemon” will be scattered across the landscape.

3) The player can see the health, level, attack status of their own Pokemon while walking through the landscape or while in a Pokemon battle.

4) When encountering a Pokemon on the landscape, the player will be prompted to battle.

5) Player will have the option to battle or not battle. At specific positions, the Pokemon battle will not be escapable because the opposing Pokemon does not allow it, therefore the user will continue to be prompted to battle until the user selects the option “Yes”.

4) When in battle, the player will have items they will be able to use in order to restore their Pokemon health.

5) Player should be able to see how many items they have.

6) Each item will vary on how much health will be healed.

7) Player will have different options on how they can attack when in battle with another Pokemon they have encountered.

8) If Player’s Pokemon’s health reaches zero, the player has the option to click the button “restart” to start the game over.

Constraints:

My constraints will be the sprites that will be available for me. I will have to work with what I can find but there should be enough to work with to make a game. Time might be a constraint and will affect the quality of how the game will be implemented. Also, the amount of Pokemon I will be choosing to implement in the game will not be as much as the actual game. I will implement around 5 Pokemon in the landscape.

Evaluation and Measurement:

1. Player should be able to walk around the 2-D HTML Canvas landscape.
2. Player should not be able to walk through the Pokemon.
3. Player should have the option to engage in battle if they are in close proximity of the Pokemon.
4. Player should have different options of attack when in battle.
5. Player should be able to battle Pokemon until their own Pokemon’s health is 0 or the opposing Pokemon is.
6. Player should be able to see their Pokemon’s health status and the opposing Pokemon’s health status.
7. Player should have the ability to make a choice or either healing their Pokemon or attacking the opposing Pokemon during battle.
8. Player should have an option to restart if their own Pokemon’s health is 0.
9. Player should get a “Poke Point” after winning a battle.

Potential Solution:

The game will be using HTML, CSS, and Javascript using canvas. I will be using sprites to represent the player’s movement. The player, landscape, and Pokemon will be interactive when going through landscape from user’s key board input: up ,down, left, and right. Buttons on the right of the web page will also have buttons to click, such as a “Yes” and “No” button.

Alternative Solutions:

I’m sure there are other ways to implement this game in other languages or other libraries already made but I have not been exposed to them so they are not in my realm of knowledge.

Contingency Plan:

If I run out of time, instead of implementing 5 Pokemon, I will do as many as I can. If I can’t implement different Pokemon attack moves or health status, I will make all Pokemon have the same features.