1. Design overarching game structure
   1. Story
      1. Starting character
      2. Storyline enemy
      3. Extra character (rival/childhood friend)
   2. Geography
      1. Home/Starting area
      2. Mountains (surface)
      3. Space
      4. Oceans
      5. Mountains (underground)
      6. Sky
   3. Region concepts
      1. Physics
      2. Visuals
      3. Atmospheric conditions
   4. Types and their strengths/weaknesses
      1. **Astral** (space-based)
         1. S: chrono/spectral (timing and ghostly energies are hard to control in the vastness of space)
         2. W: primal (the raw power of nature can disrupt cosmic forces)
      2. **Chrono** (time-based)
         1. S: primal/magnet (time manipulation can control natural forces and disrupt electromagnetic systems)
         2. W: astral/spectral (space-time is fragile and hard to control when faced with cosmic or supernatural forces)
      3. **Spectral** (phase-shift)
         1. S: astral/magnet (they can pass through space and metal, disrupting physical and gravitational forces)
         2. W: chrono/primal (though intangible, they cannot escape the grip of time and natural forces they exist in)
      4. **Magnetic** (magnets/electromagnets)
         1. S: chrono/spectral (time and ghosts are affected by magnetic fields and can be trapped or hindered by electromagnetic pulses)
         2. W: primal/astral (raw natural forces or cosmic powers can overpower magnetic manipulation)
      5. **Primal** (Pure nature/elemental)
         1. S: spectral/magnet (natural forces can overpower ethereal or electromagnetic entities)
         2. W: astral/chrono (time and cosmic forces disrupt primal energies, rendering them less effective)
      6. **Lumen** (light/energy)
         1. S: spectral/magnet (light pierces through shadows, and electromagnetic fields are disrupted by intense energy)
         2. W: primal/astral (natural forces or cosmic entities may disrupt the clarity and focus of light)
2. Pokemon Design (typing, abilities, stats, and moves)
   1. Start with 5-10 base pokemon per type
   2. Create 2x evolutions for each
   3. Unique starters
   4. Legendary concept
3. ‘Tutorial’ NPCs
4. Install Pokémon Essentials and RPG Maker XP
5. Download tools for ROM hacking
6. Sketch out the map of your region
7. Write scripts for key events and interactions in the game
8. Create sprites for at least 5 Pokémon (or variants)
9. Define moves, stats, and abilities for at least 5 Pokémon
10. Program basic battle mechanics
11. Design at least one unique game mechanic
12. Test the game for bugs, errors, and broken scripts
13. Get feedback from testers and make improvements
14. Create or source music and final graphics for the game
15. Prepare the final version for release

**Step 1: Conceptualizing Your Game**

* **Choose Your Game's Region and Story:**
  + Develop a unique region with its own culture, geography, and challenges.
  + Think about the plot. Is it traditional or does it introduce something new (e.g., darker themes, new objectives)?
  + **Checkbox:** *Create an outline for your region and story.*
* **New Pokémon or Regional Variants:**
  + Will you design new Pokémon species or create regional forms for existing ones?
  + Design your own Pokémon with their typing, abilities, stats, and moves.

**Step 2: Choose Your Tools**

* **Pokémon Essentials (for RPG Maker XP):**
  + Pokémon Essentials is the most popular fan game creation tool, offering everything you need to create a game from scratch (map editing, sprite creation, etc.).
  + **Tutorial:** [Pokémon Essentials Guide](https://www.pokecommunity.com/showthread.php?t=230264)
  + **Checkbox:** *Install Pokémon Essentials and RPG Maker XP.*
* **ROM Hacking (for modifying existing games):**
  + You can hack existing Pokémon games (like **FireRed**, **Emerald**, or **Ruby**) to create a new story, new Pokémon, and other modifications.
  + **Tools:** **AdvanceMap** for map editing, **Lunar IPS** for patching ROMs.
  + **Checkbox:** *Download tools for ROM hacking (e.g., AdvanceMap, Lunar IPS).*

**Step 3: Designing Your Game**

* **Maps and Towns:**
  + Design your region’s map using the mapping tools available in Pokémon Essentials or the ROM hacking tools.
  + Think about how towns, cities, and routes will flow, how you’ll introduce gyms or other challenges.
  + **Checkbox:** *Sketch out the map of your region and locations of towns and cities.*
* **Script Your Story and Dialogue:**
  + Create the dialogue for key story moments, including interactions with NPCs, the player’s rival, gym leaders, and the villainous team.
  + **Checkbox:** *Write scripts for key events and interactions in the game.*

**Step 4: Designing Pokémon**

* **Sprites and Art:**
  + Create custom sprites for your Pokémon using pixel art software like **Aseprite** or **Photoshop**.
  + For trainers, gym leaders, and characters, design custom sprites to fit your story.
  + **Checkbox:** *Create sprites for at least 5 Pokémon (or variants) and key characters.*
* **Moves, Stats, and Abilities:**
  + Design the stats, movesets, and abilities for each Pokémon in your game.
  + Think about how new abilities or moves will affect battle strategy.
  + **Checkbox:** *Define moves, stats, and abilities for at least 5 Pokémon.*

**Step 5: Programming Mechanics and Features**

* **Battle System:**
  + If you’re using Pokémon Essentials, the battle system is largely pre-set, but you can tweak it to suit your game. If you want a more custom system, you might need to code it.
  + **Checkbox:** *Program basic battle mechanics (turn-based, stat changes, etc.).*
* **New Mechanics and Features:**
  + Want to add something unique? Examples include custom battle mechanics, region-specific mechanics (like Alola's regional forms or Mega Evolution).
  + **Checkbox:** *Design at least one unique game mechanic (new battle system, evolutions, etc.).*

**Step 6: Testing and Debugging**

* **Playtesting:**
  + Play through the game multiple times to ensure everything is working as expected. This includes checking for broken events, bugs, and other issues.
  + **Checkbox:** *Test the game for bugs, errors, and broken scripts.*
* **User Feedback:**
  + Share your progress with a small group of testers to get feedback on gameplay, story, and mechanics.
  + **Checkbox:** *Get feedback from testers and make improvements.*

**Step 7: Polishing and Releasing**

* **Final Graphics and Music:**
  + Add finishing touches to your game’s graphics, including custom tilesets, environment effects, and background music.
  + **Checkbox:** *Create or source music and final graphics for the game.*
* **Launch Your Game:**
  + Once you’ve polished everything, it’s time to release your game! You can host it on fan game websites or share it through a download link.
  + **Checkbox:** *Prepare the final version for release (documentation, patching).*

**Additional Resources:**

* **Forums and Communities:**
  + **PokeCommunity**: Great for sharing your game, getting feedback, and finding resources. [PokeCommunity Forum](https://www.pokecommunity.com/)
  + **Relic Castle**: Focuses on fan-made Pokémon games and game development. [Relic Castle](https://reliccastle.com/)

**Pokémon Showdown**: Use it to test your game’s mechanics and battle system