# RogueMon — Game Design Specifications

Vision Statement

Title: RogueMon

## Overview:

RogueMon is a fast-paced Pokemon roguelike where you start with a single Pokemon and fight through waves of battles, catching and leveling as you go.

## Purpose:

Developed as a personal portfolio project and as something fun and engaging for family.

Core Gameplay Features (MVP)

## Includes:

- Starter Selection

- Turn-Based Battle System

## Excludes:

- Catching, EXP, abilities, items, save system, meta-progression

Technical Overview

- Target: Web Browser

- Logic: Python

- UI: React

- Data: LocalStorage

Game Data Scope (Prototype)

- Starter Pokemon: Bulbasaur, Charmander, Squirtle, Pikachu

- Moves: Tackle, Growl

Player Flow (MVP)

1. Welcome Screen

2. Main Menu

3. Character Select

4. Starter Selection

5. Enter Battle

Success Criteria (MVP Completion Checklist)

- Name entry stored

- Menu working

- Character select

- Starter select

- Battle system works with Tackle/Growl

- Win/Loss conditions working

- Post-battle feedback present