Category:

Genre: role-playing

Mantra:

An old-school Pokémon game in development for the general purpose of fun and learning experience.

Summary:

The game in development is similar to any of the old cliché Pokémon games that anyone remembers e.g. Pokémon red or green but with added personal modifications. Like the traditional Pokémon game, the player starts off in their home in Pallet Town and has to obtain a Pokémon from Professor Oak before they are allowed to advance into the wild grass and begin their journey.

Features:

Target Platform:

I intent to publish this game on pc and android devices.

Target Audience:

This game can be played by anyone. They who have played the original Pokémon games will have a pretty good idea about the game fundamentals of this one.

Game Layout:

This game so far consists of 9 scenes and below are each of the scenes and their design details:

MainMenu:

This is the main menu of the game. It consists of three options (Start, Load Game and, Quit). As the scene is loaded, the "*Pokémon Red Blue Opening Theme*" music is played.

Start:

When this button is pressed, the scene shifts to "Character".
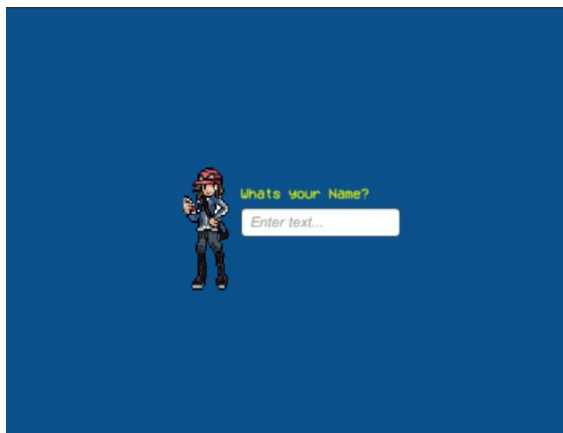
Load Game:

This feature is intended to let the player return to their previous progress after saving the game state. This feature is currently not functional.

Quit:

Exits game.

Character:

After the start button is pressed in the *Main Menu* scene, we arrive at the character scene. It is a straight forward scene that consists of an input box where the user is expected to name their character. The *InputFieldText* script makes sure that the character name cannot be longer than 8 or less than 1 character. Once we select the name and hit enter, the name is saved in a string and gets carried on to the rest of the game. The next scene to be loaded is *OakWalkThrough.*

OakWalkThrough: