

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”.

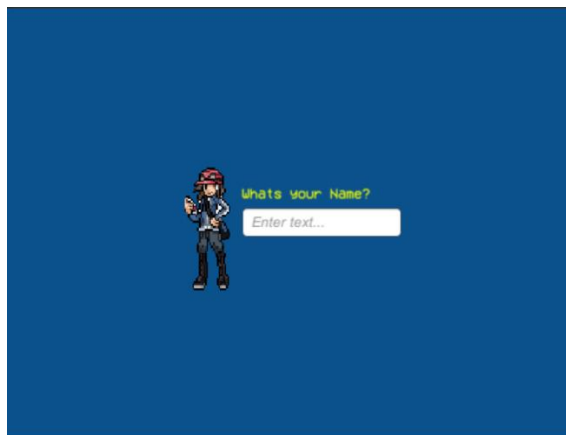
Load Game:

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:



In this scene, a sprite of Professor Oak shows up giving the player a brief introduction into the game. The scene prompts the player to tap enter as text replaces text and provides further instruction till eventually the player is spawned in their home in the Scene, *"PlayerHouseTop"*.

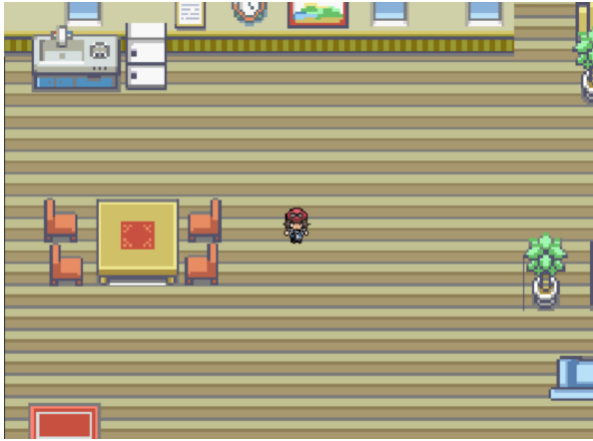
PlayerHouseTop:



After the scene *"OakWalkThrough"*, we arrive at this scene. The player starts off in the corner of their bedroom which is located on the second story of their house. Objects such as the TV, computer, map and the bed are all to become intractable. The players movements can be controlled using the arrow keys and objects can be interactive by using the enter key. As the player heads on to the stairs, the player is transferred to the base

level of their home and the scene shifts to *"PlayerHouseBottom"*. There is also a change in the audio component as the previous menu audio is switched over to *townMusic*.

PlayerHouseBottom:



This is the bottom level of the player's home. If the player takes the stairs from the top floor down, they arrive at the bottom stairs that is located in the top-right corner as we can see in the image. Conversely, if a player arrive from the outside or *MainGame* scene, the player enters the house and the location is the bottom right corner on top of the red carpet. Once again similar to the top floor, objects such as the clock, map and TV are to be interactive with the click of the **return** button.