**Mid-Term Assignment**

**Answer the following questions and save a copy of this completed document inside your hand-in folder.**

1. Identify the theme you have chosen to develop your movie mid-term around and explain why you have chosen this topic.

I have chosen Action as my theme. I chose this theme because it’s what most accurately represents and accommodates my topic of Pokémon.

1. Explain what you already know about your topic. What is your starting frame of reference?

Pokémon is a portable game for handheld devices such as the Gameboy, DS and 3DS that includes battling creatures called “Pokémon” against each other.

1. Provide a quick summary of the story alternatives you plan to provide the user.

* The main character chooses whether to be a boy or a girl and what their name is at the beginning of their story.
* Once the player Meets the professor they get to choose out of 6 Pokémon, changing their progression through the game.
* The player gets to choose what path they want to go through the battle ladder, what Pokémon they catch and which moves they use throughout the course of the battle.

1. How do you plan to make the program entertaining, exciting and user friendly for the user? What programming elements do you see yourself using to accomplish this task?

I am planning to use an interactive map story and battling system with simple controls and battling mechanics. If statements, File reading and arrays.