
Breaking Bad Pokémon

Skills: JavaScript, HTML, CSS, Asset/Map Creation

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Table of Contents

Summary..... 3

Gameplay 4

Summary

This Pokémon game was created by making the map on Tiled, by downloading map assets I was able to create my own map to my personal preference and creativity. Using Tiled I added foreground objects, collision barriers, and details on the map such as flowers. After the creation of the map, I had to create my very own sprites for the player and the Pokémon to fight with. This process was done manually, and all sprites were hand drawn by me with reference to the popular show Breaking Bad.

After the map and asset creation I had to import my files into my JavaScript file where I used a variety of for loops, arrays, conditional statements, and functions to emulate the game which was then rendered using the canvas element along with an animation loop. In addition, music and sound effects were imported into the game to create a pleasurable gaming experience.

The greatest difficulties I encountered producing the game was attempting to ensure the game would remain 'fluid' like a normal Pokémon game, for example, at the start of the project if two buttons were held at the same time for movement, the game would not know how to react to this, and the player would remain still instead of moving in the last pressed button. I was able to find a solution to this using conditional statements and the introduction of a 'keys pressed' variable.

The most enjoyable moments of the creation of this game would be when the project was finished and I was able to play the game I worked so hard for, being able to view how all my code works smoothly together brings me great satisfaction.

Gameplay

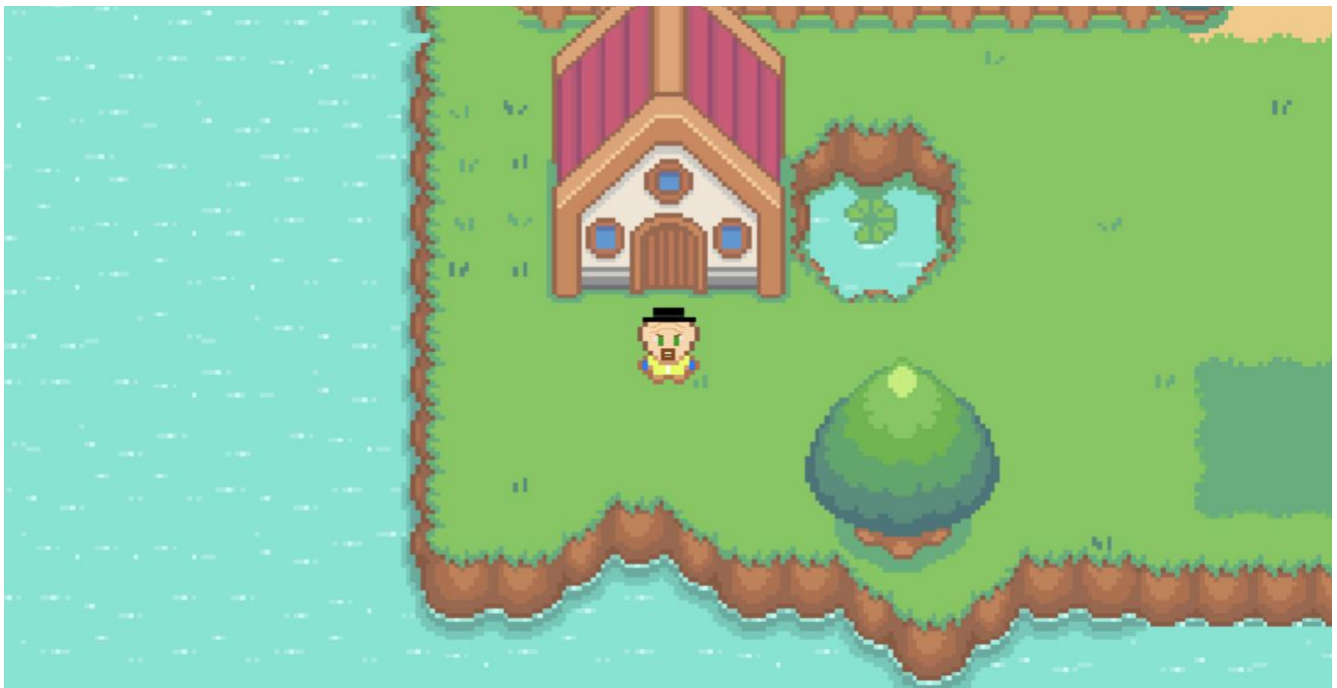


Figure 1 - The Start Screen

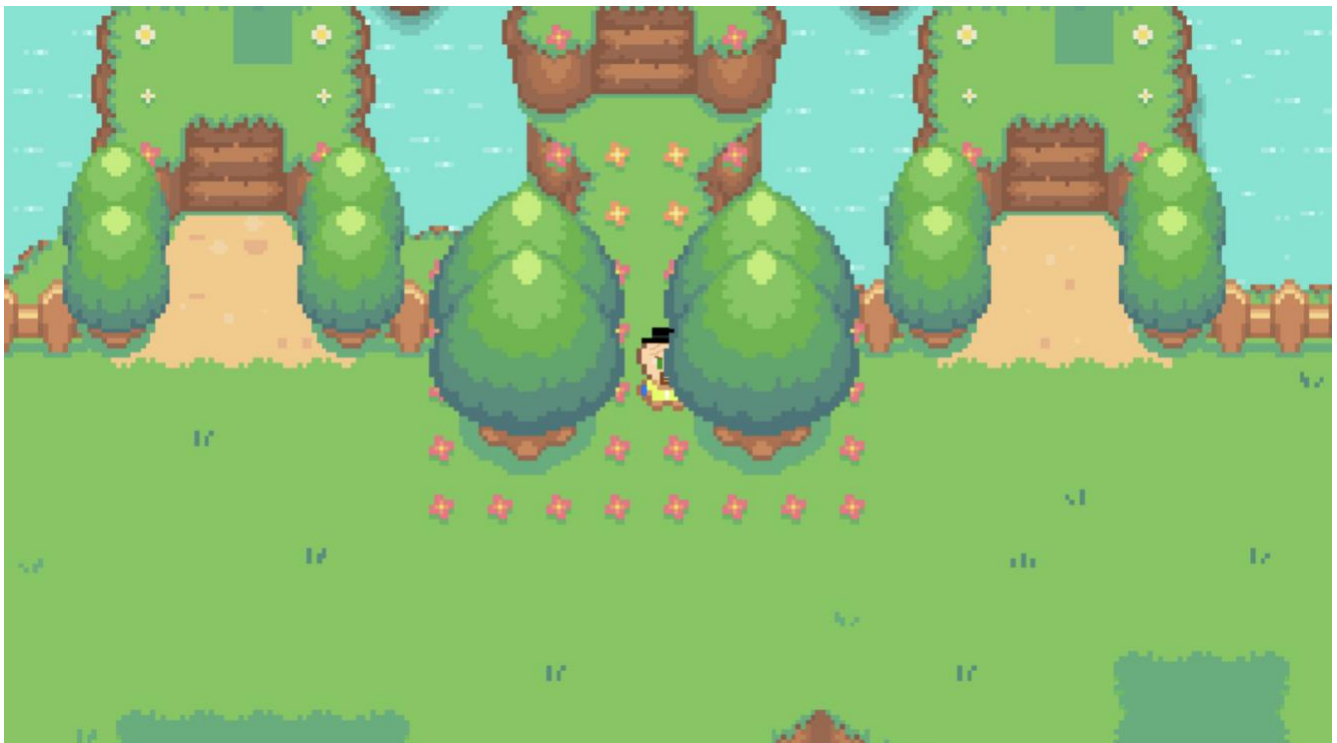


Figure 2 - Map layers working successfully



Figure 3 - The player standing next to a battle patch

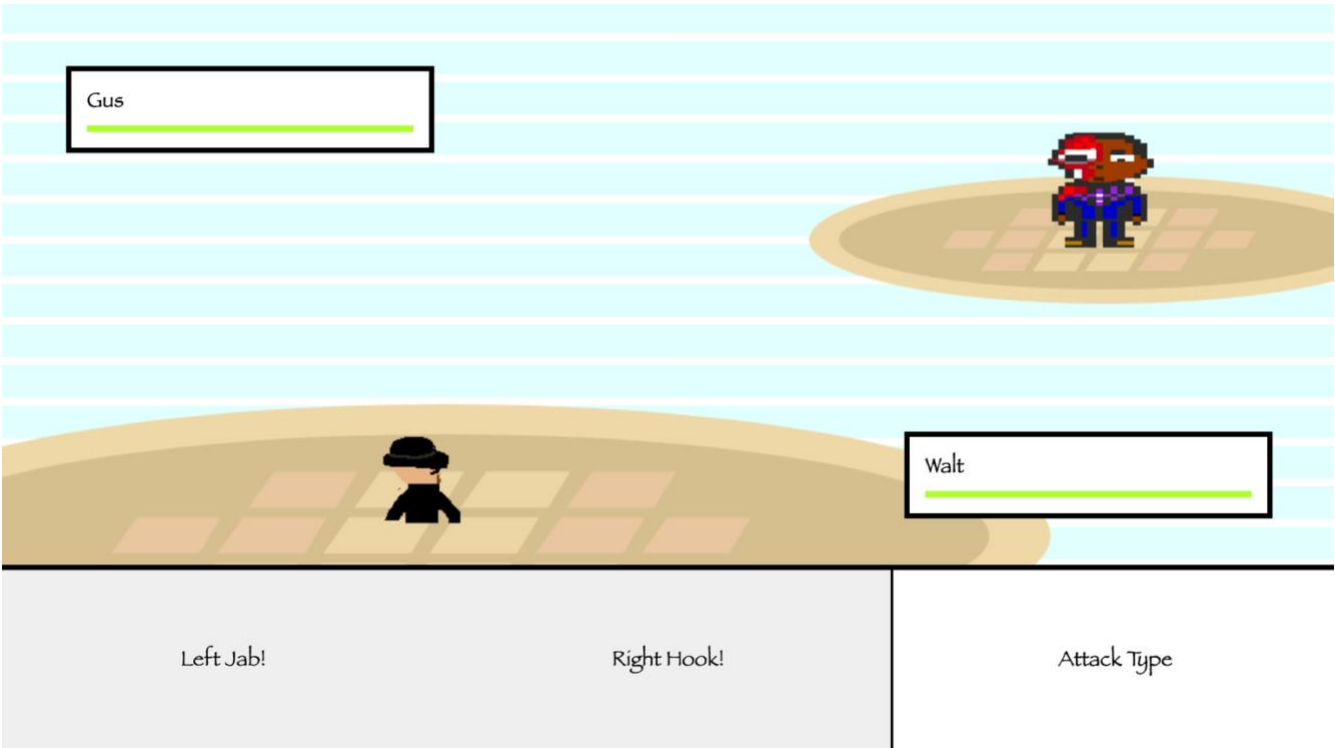


Figure 4 - Battle Scene