

PokeSnowdown!

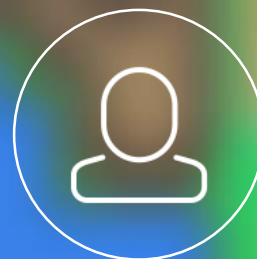
Introduction to Open Source

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ABOUT POKESNOWDOWN



Pokémon Battle Simulator on Linux where you can fight, team up, and use strategy to take down your opponents



Edit your own Pokémon with a fully-functional editor for hours of endless fun with a vast array of playable Pokémon



Features a single player mode, a two player mode, and a no player mode where you can watch computers battle

OUR PLAN



Gameplay

Expand array of non-playable units and make the game more varied



Interface

Improve the user experience by changing layout, button images, etc.



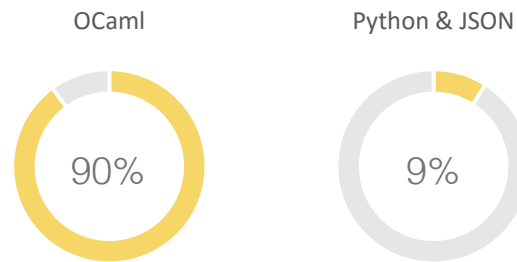
Documentation

Helping augment code extensibility by building upon existing docs

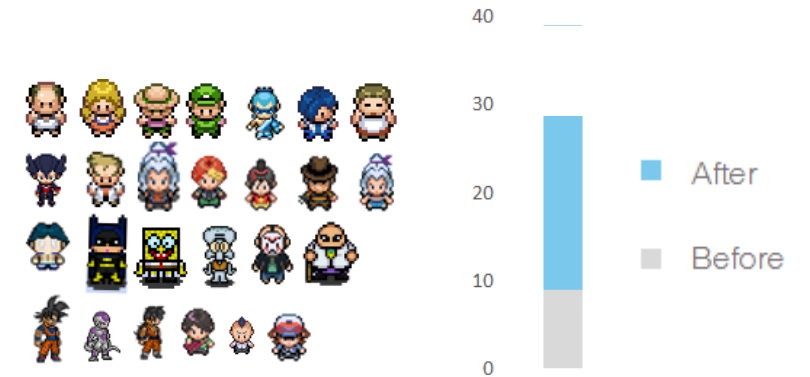
TOOLS USED

Used Python to generate JSON files which stored character and Pokémon data. OCaml used to implement game mechanics, features, and interface. Paint.NET and GIMP used to crop and edit character sprites. And last but not least, GitHub to keep everything organized and maintained. We followed the style guide from <http://www.cs.cornell.edu/courses/cs3110/2011sp/handouts/style.htm>

Percentage of Languages in Codebase



Increase in NPC Count



Python



OCaml



Paint.NET



GIMP



GitHub

ACCOMPLISHMENTS



Non-Playable Characters

We've more than tripled the available number of NPCs in the game, making the game much more varied and challenging



Character Dialogs

Added custom names and dialogs while giving a vast array of specified Pokémon used by trainers, given in JSON formats



Unlocked New Pokémon

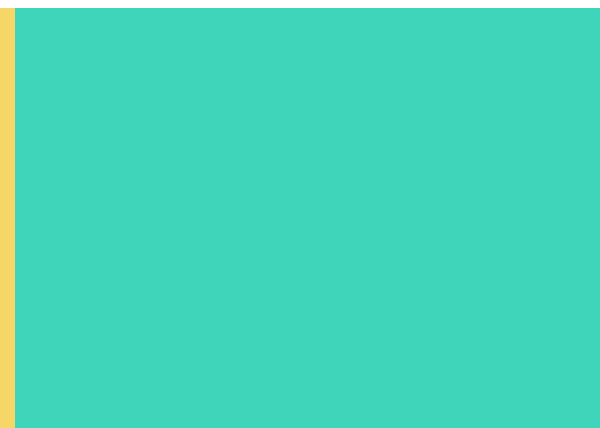
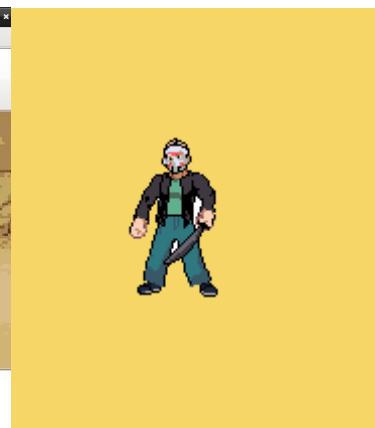
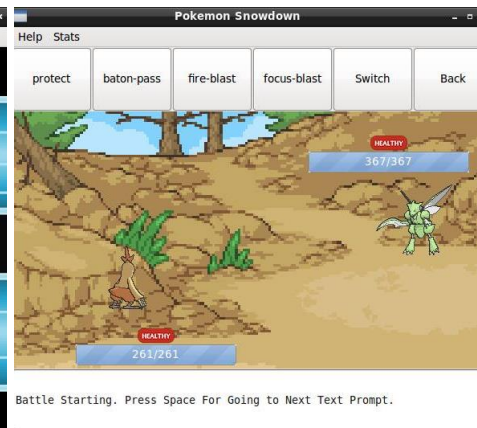
Gave players ability to unlock every available Pokémon through playing tournament mode



Expanded Documentation

While implementing new features, we made sure to edit the existing documentation and record the changes we made

ADDITIONAL FEATURES



Thematic Players

NPCs are part of teams specifically designed to have a matching theme



Tailored Pokémon

Pokémon match the theme of their trainers. Fighting trainers will have fighting types, etc.

PROBLEMS & ISSUES



Learning new languages and platforms that we were previously unfamiliar with

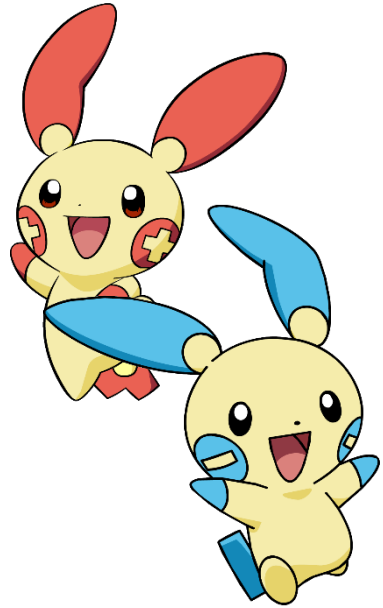


Previously documented code was poor and hard to understand at first; took long time to acclimate



Some issues were beyond our technical abilities and were difficult to fix without prior knowledge

COMMUNITY & DOCUMENTATION



Community

Blogged changes,
meetings and other events
during process



Documentation

Expanded documentation
and included instructions
on new methods to extend



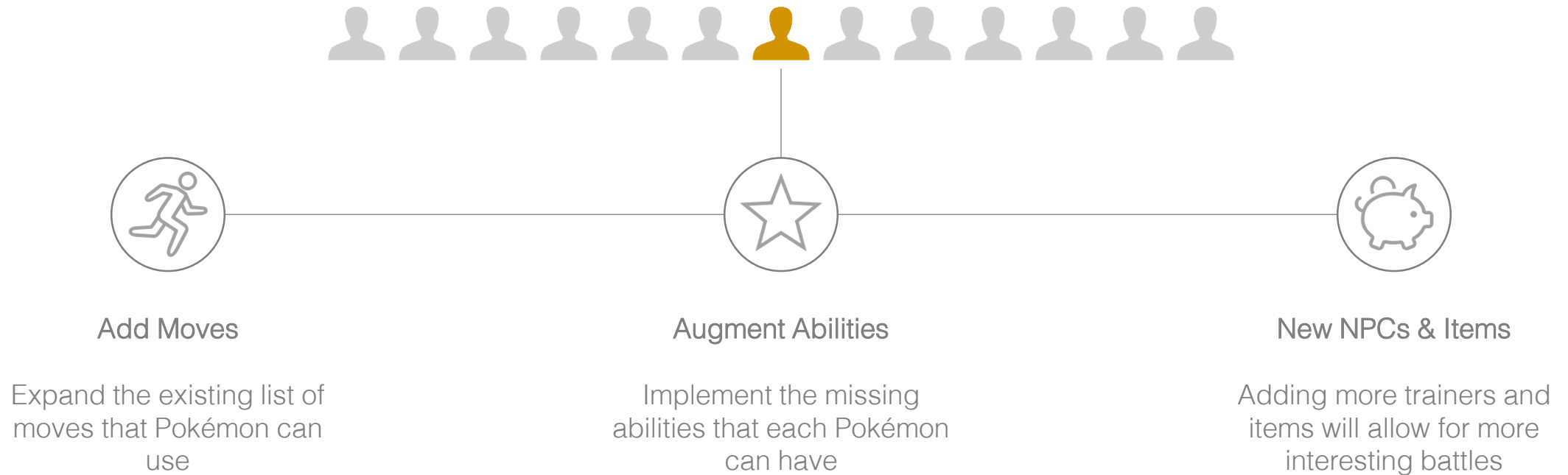
Contribution

Found and reported
multiple bugs to original
creators

As we worked on the project, we found newer and better ways to expand on the project, so we kept track and documented our new knowledge for future developers to reference. We've also been in contact with project creators

Examples: we found GIMP to be an effective and open-source photo editing tool, so we included step-by-step instructions on how to use the tool for adding more NPCs to game

FUTURE STEPS





Thanks For
Viewing