PokeSnowdown!

Introduction to Open Source

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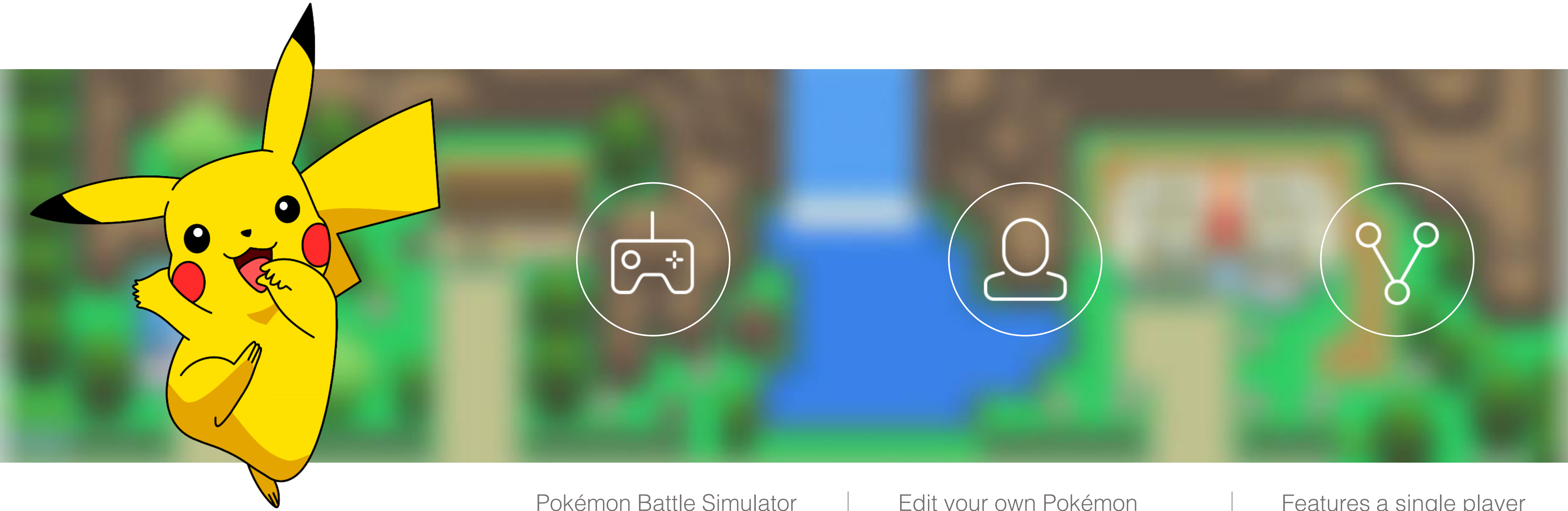
ABOUT POKESNOWDOWN

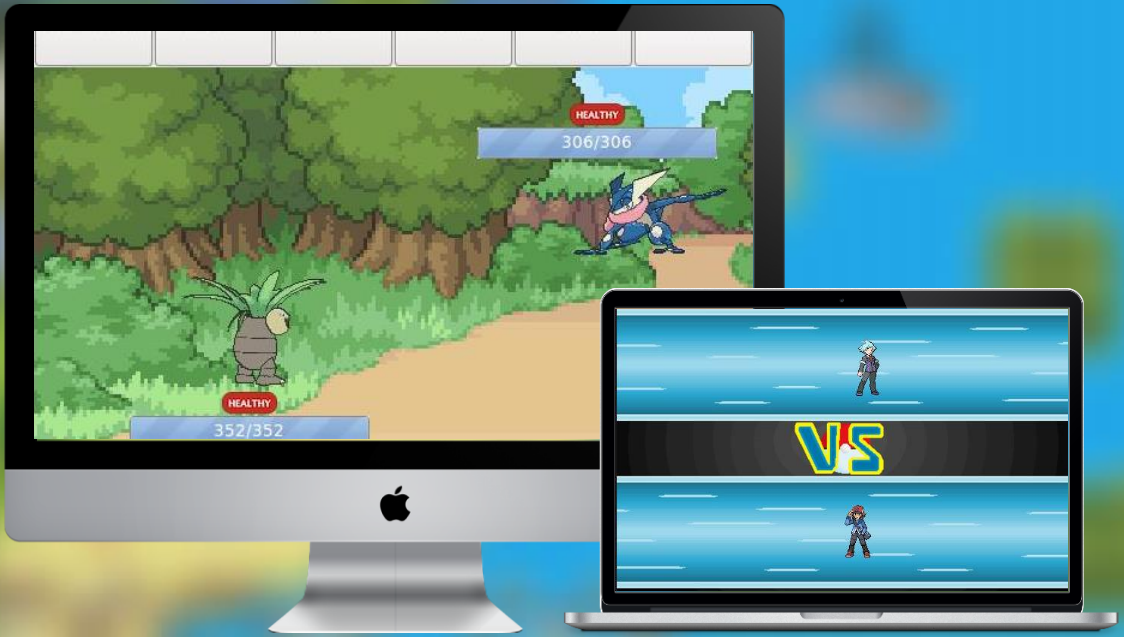


Pokémon Battle Simulator on Linux where you can fight, team up, and use strategy to take down your opponents

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.

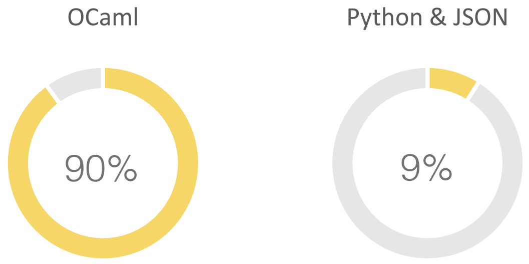
Documentation

Helping augment code extensibility by building upon existing docs

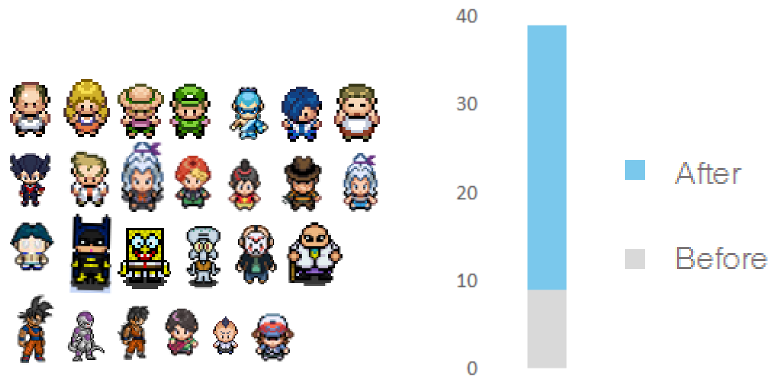
TOOLS USED

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 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

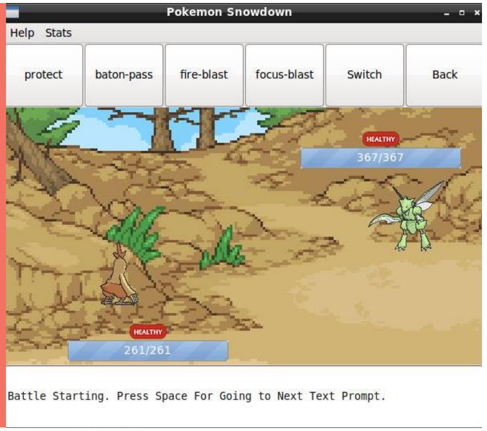
Unlocked New Pokémon

Gave players ability to unlock a multitude of Pokémon through playing tournament mode

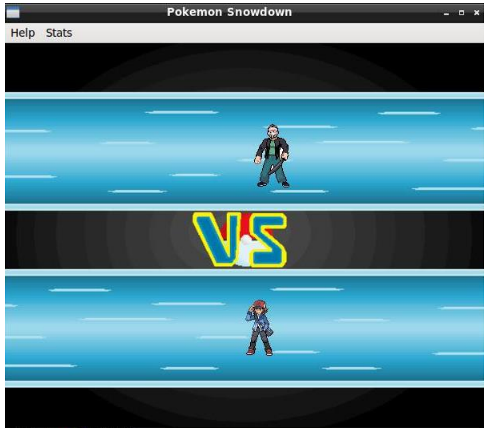
Expanded Documentation

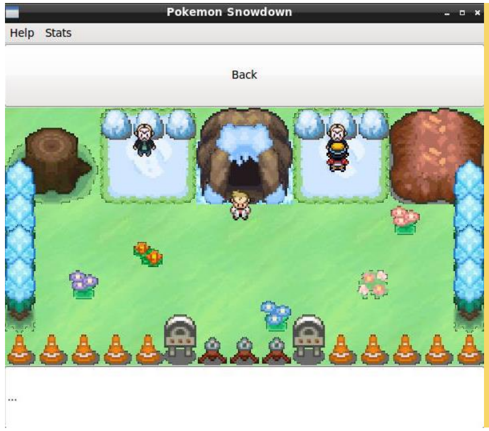
While changing code for the game, we made sure to edit the documentation! While implementing new features, we record them

ADDITIONAL FEATURES



Battle Starting. Press Space For Going to Next Text Prompt.





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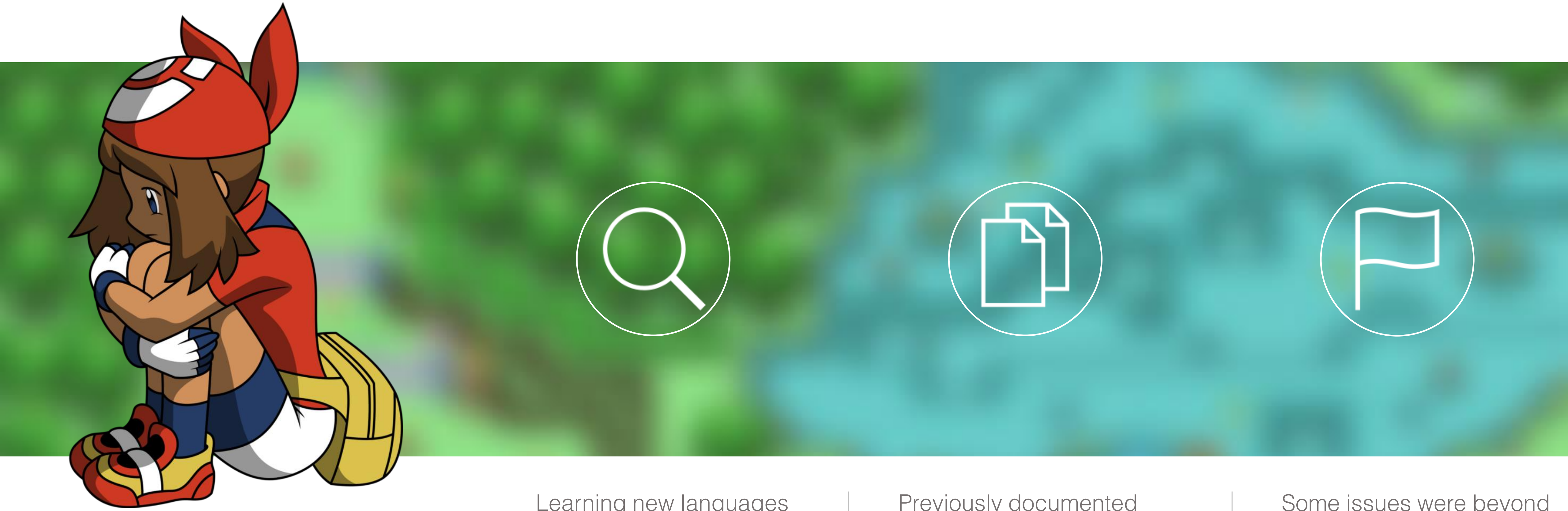
Thematic Players

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

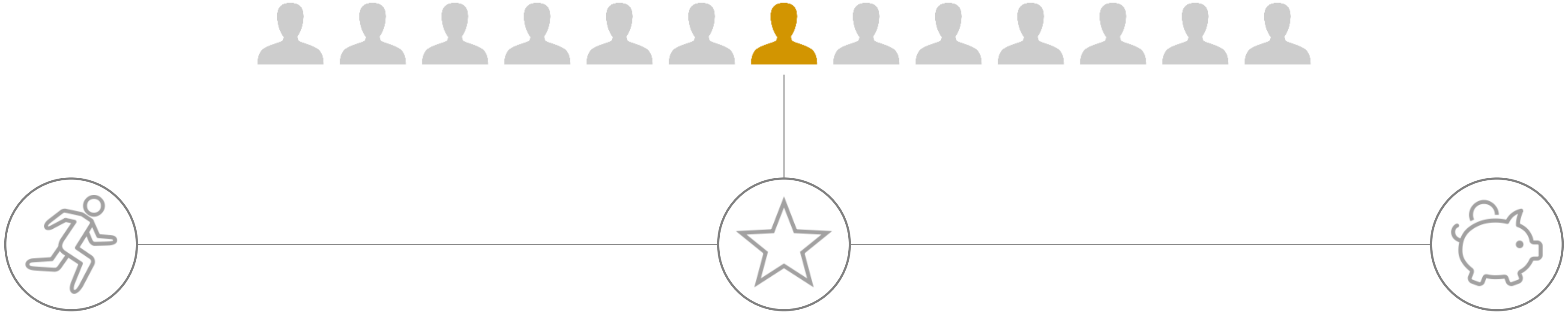
✓ Code Review

Gave feedback to original creators on style and effectiveness of code

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



Add Moves

Expand the existing list of moves that Pokémon can make and use

Augment Abilities

Vary the unique abilities that each Pokémon can use

New Items

Adding more items will allow for more interesting battles

Thanks For Viewing