

PokeSnowdown!

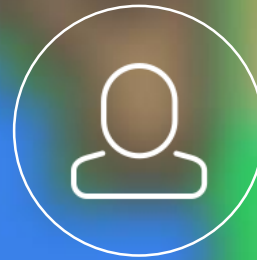
Introduction to Open Source

Adeet Phanse | Matt Bu | Jacob Arriola | Alvin Leung

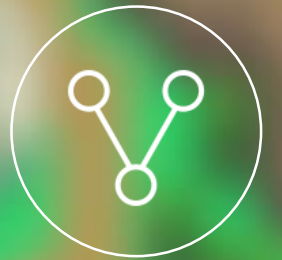
ABOUT POKESNOWDOWN



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

CURRENT PROGRESS



Non-Playable Characters

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

Unlocked New Pokémon

Gave players access to a multitude of Pokémon for them to use in battles and tournaments



Character Dialogs

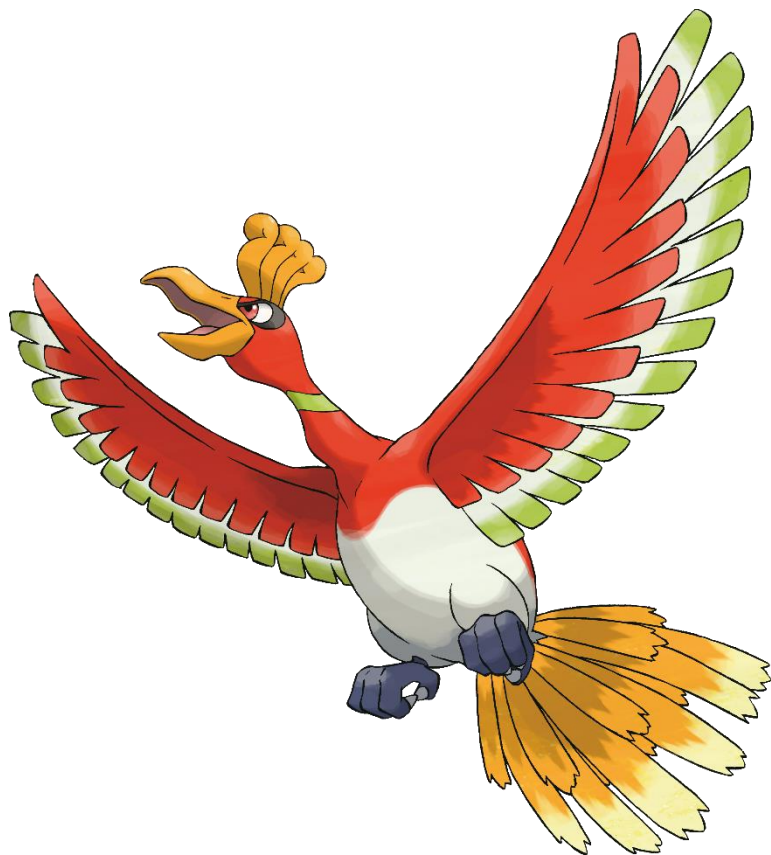
Added custom names and dialogs while giving a vast array of specified Pokémon used by trainers, given in JSON formats

Expanded Documentation

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



ADDITIONAL FEATURES



Thematic Players

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



Tailored Pokémon

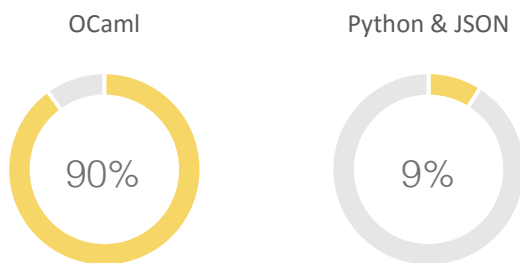
Pokémon match the theme of their trainers. Fighting trainers will have fighting types, etc.



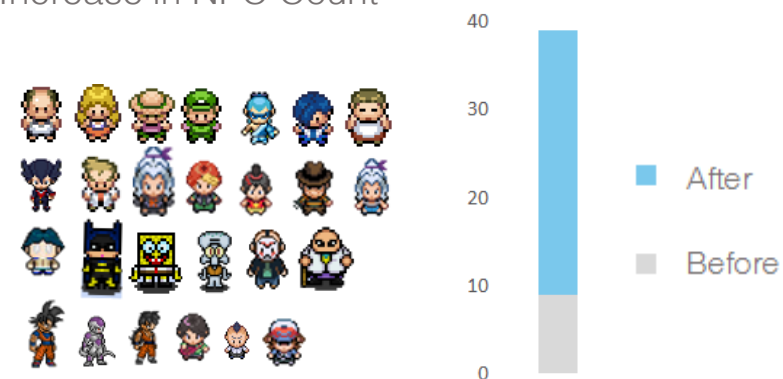
TOOLS USED

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.

Percentage of Languages in Codebase



Increase in NPC Count



Python



OCaml



Paint.NET

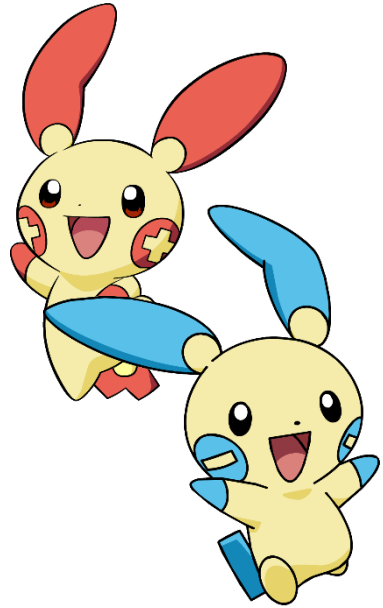


GIMP



GitHub

COMMUNITY & DOCUMENTATION



Community

Blogged changes,
meetings and other events
during process



Documentation

Expanded documentation
and included instructions
on new methods to extend



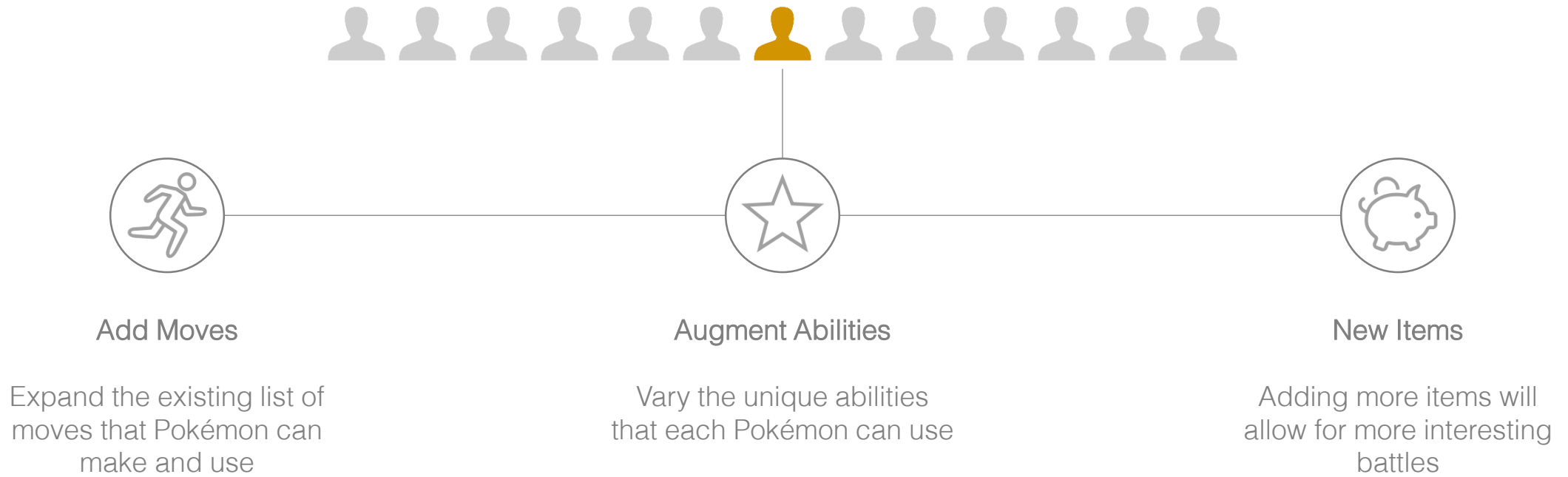
Code Review

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.

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