







The Pokémon Text Adventure

- Provide ease of use Pokémon game platform
- Keep a retro and modern game experience
- Allow options for User Interface Modification
- Allow player to battle and catch Pokémon
- Allow for game save and load
- View and manage Pokémon data
- Reusability of objects (Trainers, locations, and Pokémon)
- Allow language hot-swap with many possibilities (ENG/JPN)

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Getting Started

- Main Menu
 - Title and logos
 - Text Size Modification
 - Language Modification
 - Feedback page

Pokémon Text Adventure Feedback

Your Name

Have you ever heard of Pokémon before playing this game?

O Yes O No

Have you ever played the first generation Pokémon games?

O Yes O No

Have you ever played with the Gameboy Color?

O Yes O No

Do you think more games should include multiple language support?

O Yes O No

Why or why not?

Which operating system do you use?

☐ Windows ☐ MacOS ☐ iOS ☐ Android ☐ Lniux



Full Size

Text Adventure



Full Size

New Game

Continue

Options

Credits

Feedback

Live Demo

Talk to Mom

My House

Pallet Town

Go Outside

Watch TV





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Live Demo



Future Plans & Subsequent Steps

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- Battle Mechanics
- Precise mathematical methods
- Wild Encounter and Catch
- Save/Load
- Possible extension of International language support
- View trainer's profile and status
- View other objects' profile and status
- UI Enhancements
- Possible port to gaming devices, tablets, and phones