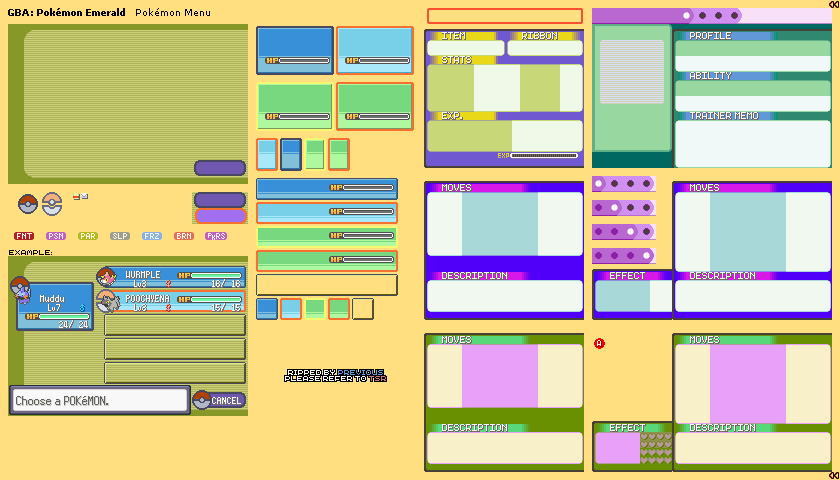
# Peer-2-Pocketmonster Design Document

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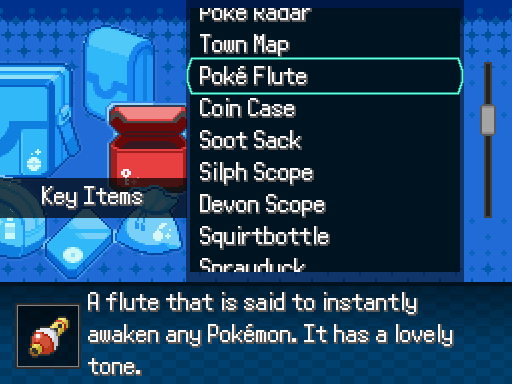
## Overview

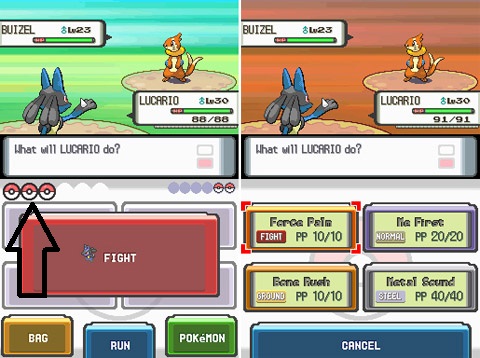
## Front-end Design

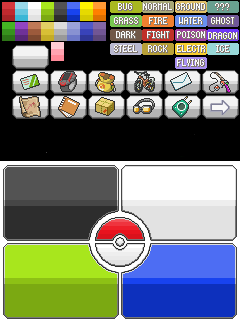
### Inspiration



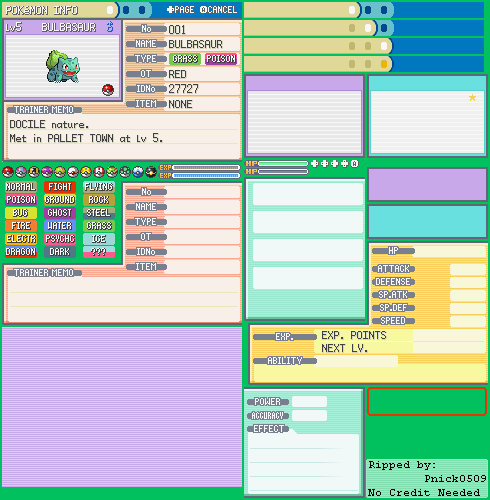












## 

Health bar CSS+JS  
https://codepen.io/AndrewMcDowe/pen/akWBKj

## Chat-bar

## Battle System

### Monster Moves

Monsters have four (4) moves available to choose from. Moves can be of four (4) types: attack, status, attack/status and item.

* Attack (value 0)
  + These moves aim to do damage to the opponent. They can come in a wide range of styles, but they always do damage.
* Status (value 1)
  + These moves add status effects or stat modifications to the target monster. Some status effects are self-targeted (a buff) while others affect the opponent (a de-buff). Status moves do not carry any damage with their action.
* Attack/Status (value 2)
  + These moves both attack and can cause status effects/stat modifications to the opponent. While powerful, they often come with conditions to limit their effectiveness. For example, many attack/status moves will have lower accuracy, damage, or the extra effect may only have a chance of triggering.
* Item (value 3)
  + Items are single use moves with powerful effects. They effect the battle in ways that are stronger than regular moves but come with the cost of limited uses. Items can be thought of as band-aids to keep you battling. A common item for monsters is a Potion, which is a move that restores 50% of the monsters HP, but can only be used once.

### Stats

* HP (Health Points)
  + These represent how much damage a monster can take before it is defeated. If it is reduced to 0, the creature faints.
* AT (Attack)
  + This stat affects the power of attacking moves the monster uses. It cannot be reduced below 10. It has a maximum of 100.
* DF (Defense)
  + This stat reduces incoming damage to the monster. The lower the value is, the more damage is taken from incoming attacks. It cannot be reduced below 10. It has a maximum of 100.
* AC (Accuracy)
  + This stat affects the accuracy of moves used by the monster. By default, it is 100%. A monster’s AC is multiplied by a move’s accuracy to get the hit success chance. For example, if a monster has 100% AC and the move has a 90% accuracy, it will hit 90% of the time. If a monster has 50% AC and the move has 70%, it will hit 35% of the time. Accuracy cannot be reduced below 25%.
* EV (Evasion)
  + This stat determines if a monster is able to “dodge” an attack. This stat affects a moves accuracy after the (Move accuracy \* monster accuracy) calculation is made. For example, if an attacking monster with 100% AC uses a move with 90% accuracy against a monster with 10% EV, they would have an 81% to hit (90 – (90 \* 0.1)). Accuracy starts at 0% for every monster and has a maximum of 75%.
* SP (Speed)
  + Speed determines which monster attacks first in a single turn. If the speed stat is tied between the two monsters, it will be random which monster goes first.

## Monsters

### Fire Type

Visual Design:

Vulpix,

Stats:

HP: 100

AT: 50

DF: 50

AC: 100%

EV: 0%

SP: 5/10

Moves:

1. Tackle

Type: Attack

Base Power: 40

Base Accuracy: 100%

Effects:

None

1. Tail Whip

Type: Status

Base Power: --

Base Accuracy: 100%

Effects:

Lower Opponent Defense by 10

1. Ember

Type: Attack/Status

Base Power: 30

Base Accuracy: 80%

Effects:

20% to *Burn* opponent

1. Potion

Type: Item

Base Power: --

Base Accuracy: --

Effects:

Heal 50% of Max HP. Single Us

### Water Type

Visual Design:

 Poliwhirl

Stats:

HP: 100

AT: 50

DF: 50

AC: 100%

EV: 0%

SP: 5/10

Moves:

1. Pound

Type: Attack

Base Power: 40

Base Accuracy: 100%

Effects:

None

1. Bubble

Type: Attack/Status

Base Power: 40

Base Accuracy: 70%

Effects:

Lower Opponent Speed by 1

1. Ice Ball

Type: Attack/Status

Base Power: 30

Base Accuracy: 80%

Effects:

15% to *Freeze* opponent

1. Potion

Type: Item

Base Power: --

Base Accuracy: --

Effects:

Heal 50% of Max HP. Single Use

## Status effects

* *Burn*
  + Deals 10% of the target’s health as damage each turn
* *Freeze*
  + Prevents the target from acting for 1 turn