# Peer-2-Pocketmonster Design Document

Riley Abrahamson, Alexandra Burress, Lucia Ho

## Overview

## Front-end Design

## Chat-bar

## Battle System

## 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: --

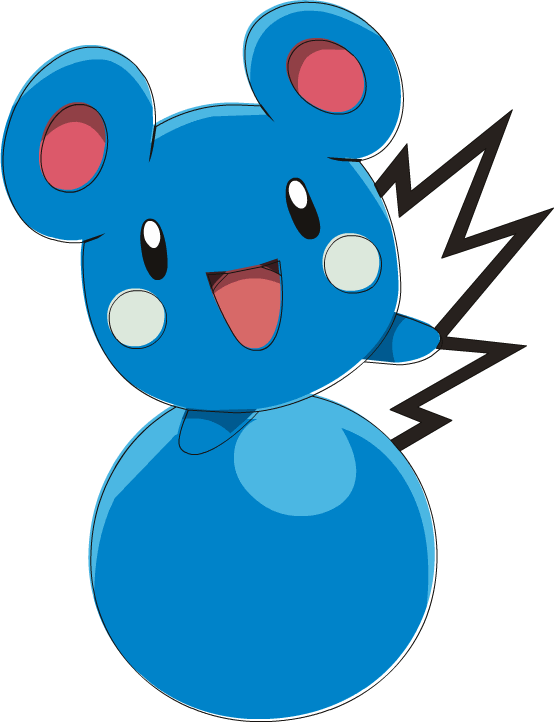
Base Accuracy: --

Effects:

Heal 50% of Max HP. Single Us

### Water Type

Visual Design:

 Poliwag,  Spheal,  Azuril

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: 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