Pokémon Masters Initial Documentation

* Objective: - A journey of a young boy and his Pokémon to clear the mysteries of land and find new pokemons and become a pokemon master.
* Ash properties: - Move right left and choose outcomes.
* Bulbasaur Properties: - all movements, jump and attack
  + Jump
  + Wind whip attack
  + Fast movement attack
* Platformer properties: - Puzzle and collectables.
* Only that part is available that is explored by ash & Bulbasaur.
* **We can only see ash and Bulbasaur in the entire scene until we explore them.**
* we will have a game controller class to control all flow of data.
* We will use singleton class system. // **I have to read it separately**
* **Game design is most important with asthmatics of the game.**
* **Game plan: -** 
  + Visual theme: - Jungle and dungeon
  + Ash will find its Bulbasaur in jungle in starting of the story.
  + Collectable will include Bulbasaur food and ash food.
  + Enemies will include pokemon which if defeated will be collected in pokeball
  + First enemy: - Sperrow
  + First powerup: - Upgrade your pokemon after defeating first villain
  + Double jumping of Bulbasaur
  + Door to go land of flying pokemons
  + Key will be flying pokemon
  + Livers to make full path, pull ash push rocks to crush something or run fast in order to cheat game.

**Rough items needed in first level.**

* 4 puzzle.
* 2 enemy
* Food items
* 1 locked door
* 1 key