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## Gyms and Cities

In our game, there would be a set number of cities, each controlled by a leader. These leaders would be parallels to gym leaders in the real Pokemon games, whereby defeating them will allow you to command higher level Pokemon. In our game however, there is no set order in which the cities or gyms have to be visited; after defeating each “gym” the player would get an item that will help increase the level of Pokemon in which they can control.

Each of the cities will be controlled by individual leader, and by defeating them the player will gain control of the city. Gaining control of the city will allow for the player to change

the appearance of the city, perhaps in with images of the player, or having the color scheme change to the match the player.

Here is a list of potential cities in the game:

**1. City 1: Emerald City**

- a. Themes: green
- b. Leader: Ishtar
- c. Award/ Trinket:
- d. Level Range: 10 – 20

**2. City 2: Elderwood**

- a. Themes: Forest, mostly trees and animal spirits
- b. Leader:
- c. Award/ Trinket:
- d. Level Range: 20 – 25
- e. Other: At the center of this city, there will be a large tree that no one knows the purpose of. In one of the later arcs, it will be revealed that this tree is the keystone to the Infinite Tsukuyomi arc.

**3. City 3: Neo Tenshi-Jo**

- a. Themes: Futuristic and holy
- b. Leader: Lucifer
- c. Award/ Trinket:
- d. Level Range: 20 – 30

**4. City 4: Kazetami**

- a. Themes: Windy and serene
- b. Leader: Nausciaa
- c. Award/ Trinket:
- d. Level Range: 30 – 35

**5. City 5: Sunset Valley**

- a. Themes: Going towards sunset with some ominous feelings
- b. Leader: Atum
- c. Award/ Trinket:
- d. Level Range: 30 – 40

**6. City 6: Minas Ithil**

- a. Themes: Always nighttime with more ominous feeling
- b. Leader: Diane
- c. Award/ Trinket:
- d. Level Range: 40 - 50
- e. This will be where Arc 4 takes place.

## **7. City 7: Meteora**

- a. Themes: Dawn
- b. Leader: Aurora
- c. Award/ Trinket:
- d. Level Range: 40 - 50
- e. Other: To get here, you need to jump a set number of times at a certain location. The jumping action can be captured by Google Pipeline, either through jumping or flapping hands.

## **8. City 8: Obsidian Keep**

- a. Themes: Dark stone in mountains
- b. Leader:
- c. Award/ Trinket:
- d. Level Range: 50 - 55

## **9. City 9: Ilium**

- a. Themes: USC
- b. Leader: Tommy
- c. Award/ Trinket:
- d. Level Range: 60 - 70

## **10. City 10: Hidden City – The Block**

- a. Themes: UCLA
- b. Leader: Jean
- c. Award/ Trinket:
- d. Level Range: 75 - 80

## **Other Cities**

### **1. Mount Canaveral**

- a. This will be the first town that the play goes to after exiting the starting town. In this town, there will be a space center hidden in the mountain, which will allow the player to start the first arc. The player will battle through the mountain before going to the control center where they will be able to deactivate a space laser.
- b. Upon successful completion of this arc, the player will be given clues regarding the next arc.

### **2. Fliroda**

- a. This town will resemble that of a Floridian city, perhaps Miami. There will be a lot of vices flying around, as well as oranges and crocodiles.
- b. There should be a number of buildings which the player will be given access to, which the player will search for clues that may help them complete Arc 2.
- c. Upon successful completion of this arc, the player will be given clues regarding the next arc.

## Side Dungeons

### **1. Side Dungeon: Jashin Shrine**

- a. In this dungeon, the player will be able to use the gestures via Google Pipeline to level themselves. Upon successfully completing the dungeon, the player will be given the Sword of Jashin which powers up the player and allows them to do a special move when the player participates in the battle themselves.

### **2. Side Dungeon: Cape Baldy's Apartment**

- a. Successful completion of this dungeon will allow either player or monster to exceed level cap. With each successive completion of this dungeon, the maximum level cap will be raised by "X" levels.
- b. Completion of this dungeon will also raise the level of the monster that the player can command, by "X" levels as well
- c. To complete this dungeon, a player must complete the "One Punch Man Challenge": 100 pushups, 100 sit-ups, 100 air squats and 100 jumping jacks (10 km run has been substituted)

### **3. Side Dungeon: Yeager House**

- a. Successful completion of this dungeon will allow player to gain special move: Titan Shift, which will greatly increase the player's HP and attack in battle.

### **4. Side Dungeon: The Viterbi School**

- a. This will be a school in City 9, Ilium, which the players can enter. Here, the players may be asked to complete a series of questions, perhaps through multiple choice which the player can input through the controller.
- b. Some time during this dungeon, the player will also have to pay an arm and a leg in in-game items/ currency, failure to do so will prevent you from progressing in this dungeon.
- c. Upon successful completion of the dungeon, the player will receive a certificate of completion, which will do nothing.

## Story Begins

Similar to how Pokemon stories begin, we have a "Pokemon professor" Mary Jane, introduce the player to the world, and also gives them a choice of starters. Instead of being given the starter automatically, the player will have to battle the starter. There will be a total of five starters: three normal ones, one hidden one and one special Easter Egg.

The player will be given a choice of the three normal starters or the special Easter Egg. The Easter Egg will be an overpowering monster which the player will have no chance of defeating unless a special code is used.

In this battle, we can implement the gestures and localization which allows the character to battle the monster. The player can capture the starter once the starter's HP has been lowered past a certain threshold. In this same time, it will allow us to calibrate many of the features. If the player is defeated by the starter, the game ends and the player will have to restart. If the player knocks out (kills) the starter, the player will be given a choice between the two remaining starters. With each of the successive battles in attempt to capture one of the

starters, the player's HP will be restored back to full. If all three of the basic starters have been defeated by the player, the player will be automatically given the fourth hidden starter by the Professor.

After the successful capture of a starter monster, the Professor will introduce the player to the rival, which will be named DoUSCheBag. The Rival will go through a tutorial which will explain the basics of the game such as the battle mechanics, how to capture and use items and the general storyline. Afterwards, the player is left to adventure on his own.

The players do not have to follow the cities and defeat them in order, though, completion of the game would require the players to defeat all of the city leaders. Upon defeating the highest leveled city leader, Tommy, it would be revealed that there is one last hidden city- The Block, which the player will need to challenge

## Localization and Battle Mechanics

The battle mechanics will closely follow that for normal Pokemon games, in which turn based battle will allow players, and monsters, to take turns attacking. In later implementations, we will take into consideration of stats such as speed, to determine which monsters go first. Also in later implementations, we will include special moves and rules which will circumvent the normal rules of battles and add exception which may include letting a player go out of turn.

As part of the localization implementation for the game, the trainer, or player, will also have the choice of participating in the battle. Through closer examination of the Pokemon lore, we theorize that the humans in that world must possess extraordinary strength and durability. These inhuman abilities allow the human species to conquer the world in ancient times, without the use of technology, against magical beasts with powers to control the elements. Some examples that we may see in the Pokemon cartoons include a Ash, the 10 year old protagonist being able to raise Lavitar, which weighs over 150 lbs. Such feats are beyond the reach of most adults in our reality, much less children, thus implying that the humans in the Pokemon world may be built differently. Other instances include the villains, Team Rocket, constantly being launched into the air and beyond the field of vision, which in our reality often causes severe damages to the human body; yet the members of Team Rocket rarely suffer any life-threatening injuries, again hinting at the endurance of the humans in that reality.

## Experience Points and Battle

The level of the monsters, as well as the player will follow a certain function, to be determined. Upon reaching the needed experience points, the player or monster will be able to level up, which will give them a stat boost. Potential Future implementations may include special mechanics such as evolution or other special ways of gain experience. The experience that the player or monster receives will also follow a function that is based on the level of the opponent, which is yet to be determined.

Some possible schemes may be to follow the ones used for the original Pokemon games, in which different monsters are given different curves. For the sake of game balancing, the rate of growth will be related to the monster's stats and potential: monsters capable of higher stats and potential will require more experience points to level up and vice versa. Below is an

example used by the original Pokemon game for the function for leveling up. As seen below, the function is piecewise and requires more experience points as the monster levels up.

$$EXP = \begin{cases} \frac{n^3(100 - n)}{50} & n < 50 \\ \frac{n^3(150 - n)}{100} & 50 \leq n < 68 \\ n^3 \left\lfloor \frac{1911 - 10n}{3} \right\rfloor & 68 \leq n < 98 \\ \frac{n^3(160 - n)}{100} & 98 \leq n < 100 \end{cases}$$

## Underlying Story Line

As the story begins, the main character, or player, is a young adolescent who just turned 18 and has achieved nothing worthwhile in his life. Upon getting kicked out by his parents, he attempts a try at becoming a Pokemon trainer, like many others in his universe. The player first meets Mary Jane, the Pokemon professor, and her grandson, DoUSCheBag, who will become a rival to the player and potentially help the player throughout the game. As the pair set off to make a name for themselves in the world, they discover a furtive plot behind the power struggles of the world and race against time prevent the world from being controlled by unspeakable evil.

The story line will consist of the following arcs:

Arc 1: Space Lasers (Level 20)

Arc 2: Children Kidnapping Ring (Level 35)

Arc 3: Infinite Tsukuyomi (Level 50)

Arc 4: Two Pieces (Level 65)

Upon exiting the starting town, the player will be able to wander into the first town, and stumble upon a member of the main antagonist: Team Freedom. The player will overhear the talks between two Team Freedom grunts and their discussion about their plan to build a giant space laser. The player will then budge in along with the rival to ask them about what they mean, leading to a battle. If the player and rival manage to defeat the grunts, the grunts will reveal plans about their giant space laser. The player will then proceed to uncover the space center lodged inside the mountain of the town, Mount Canaveral.

Upon completion of the Arc 1, the player will be given clues to the next arc, which will imply that several prominent figures in the world are participating in a children kidnapping ring. Some of the members involved may include the leaders of some the cities. It is alleged that the ring operates out of the town of Fliroda, where the player may choose to investigate next. As they player rummage through the town of Fliroda, the player will find clues pointing to children missing and links to some city leaders. After solving for all the clues, the player will eventually find the secret facility where the kidnapped children are, and find out about the

experimentation done on the children – a plan called Infinite Tsukuyomi. Infinite Tsukuyomi will induce the sacred tree in Elderwood to blossom, the pollen from the sacred tree will then allow the secret organization behind all the arcs to control the entire world. The player will then be allowed to proceed to the next arc, which will be in Elderwood to prevent the tree from blossoming.

Upon the completion of Arc 2, a timer may be added to ensure that the player completes Arc 3 in a timely manner. Should the player have not completed Arc 3 before the timer runs out, then Infinite Tsukuyomi is successfully activated and the game ends. After the completion of Arc 2, the player will be given a key to enter the dungeon in Elderwood that is Arc 3. Upon beating all the battles and puzzles, the player will have successfully prevented the sacred tree from blossoming, thereby preventing the world from being controlled by the Infinite Tsukuyomi.

Completion of Arc 3 will give the player access to the final arc – Two Pieces. Two Pieces is the ultimate treasure that no one knows the exact detail of yet are all vying to obtain it. The legend of the Two Pieces will be told to the player through dialogue one of the NPCs. There will also be many other players to add on to the tale and offer slightly different variations of the tale. At the same time, completion of Arc 3 will also allow players to understand the name of the group behind the chain of conspiracies, an evil organization called The Hand. It will be retconned that the leaders of the previous arcs are all members of this furtive organization, with codenames of Pinky, Ring and Middle.

Two Pieces are fruits of the Two Trees, which is said to have created the world. By gaining access to the Two Pieces, and later the fruits, the finder would be able to plant the trees and eventually create a new world. The head of the arc will be known as the Index, who will be have to be stopped by the player to prevent the Two Pieces from falling into the wrong hands. After defeating the Index, clues regarding the Two Pieces will be destroyed, and the Index will reveal clues about the last city, the Hidden city known as the Block. After completing Arc 4, the player will not be revealed the identity of the Thumb, until they have defeated the leader of the Block, who will be revealed as the Thumb - the ultimate mastermind behind the world.