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Tech Final 1/2 A

Teachermon

My group for the final project included Brandon Ho, Andrew Jordan, and Austin Matthew. The goal of the project was to recreate the Pokemon game for Magnet High School. A lot of the project involved using sprites from the actual Pokemon games to make the game authentic. Therefore, most of what I did was cropping images in Adobe Photoshop in order to create a library of Pokemon sprites to use in the game. This took a while: there were 12 teachers that each needed 3 different movement sprites and a battle sprite, the player needed 12 different movement sprites and a battle sprite, the scenery for 4 different levels all needed sprites, and the battle screen needed text blocks and health bars and other images. I was not the only one working on images; Brandon also helped with some teacher sprites and scenery sprites. However, most of my time was spent gathering images from online.

I did not do most of the code writing; Brandon wrote nearly all of the 2,000 lines of code in the game. However, I feel I was an important part of the team by getting all of the images. I also came up with some ideas for the game, such as defeat texts, move names, and other aspects of the game. Overall, I would say that the project was a success: we met our goal to recreate a Pokemon game and went beyond by adding multiple levels and teachers. Some of the best qualities of the project include the battles, which incorporate many of the mechanics of the actual Pokemon games, and the inclusion of multiple levels with different themes. The only improvement I can think of for the game would be to add more teachers and levels, perhaps an “Elite Four” similar to the games. In the end, I was very pleased with how the game turned out.