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Teachermon Project Description

Our Project goal is to create a Pokemon-esque game that uses Magnet teachers instead of Pokemon. Our Teachermon game will closely mirror early Pokemon games in terms of music, character appearances, background, and game mechanics. Our game will also feature Pokemon music to add to the authenticity. As a result, the game will require a lot of images from the original game to be taken and modified so as to be as genuine as possible. The game will take place in a cave setting and the player will have to battle the other “Teachermons” in order to move on to the next level. The levels will be organized in a freshman to senior year manner with teachers being in the same room as the year that they teach. For instance, Ms. Jackson would be in the freshman room and Dr. Jidarian would be in the senior room et cetera. As the player goes to a different year, the difficulty increases. Each teacher will have moves specific to them. Their moves are usually taken from humorous quirks or notably difficult assignments. However, none of the moves will be insulting to either the teachers or the students.

Because our game includes Magnet teachers as main characters, it is narrowly tailored to have Magnet students as its target audience. Even though this is a very specific demographic, it will enjoy success because most students will enjoy playing a game that involves their favorite (or least favorite) teachers. The game is very school-like in that instead of health, the student has a GPA bar and the attacks and power ups are things that students actually do in school like studying and doing homework. In addition, even though they may not go to Magnet, other people from ages 6-18 will enjoy the game because it combines the fun of Pokemon with the humor of typical school archetypes. We feel that this game will be very successful because it puts a fun childhood pastime into the context of a more current school setting.

Members: (To be assigned formally as project progresses)

Brandon: Code Monkey

Austin: Quality Assurance Tester and User Interface Design

Justin: Graphics Designer

Andrew: Project Manager