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| Final Project |
| **[Pokemon Run]** |
| Version #1.0  All work Copyright © 2012 by [Esc]ape.  All rights reserved. |
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| August 03, 2016 |

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# Version History

|  |  |  |
| --- | --- | --- |
| Version # | Date | Description |
| 0.2 | Created July 22, 2016 | Created boilerplate for 2D sidescroller |
| 0.4 | Updated July 23, 2016 | created and added images |
| 0.6 | Updated July 31. 2016 | Coding |
| 0.8 | Updated Aug 2, 2016 | fixed null error for width |
| 1.0 | Finished Aug 3, 2016 | finished game |

# Game Overview

Pokémon run is a 2D side scrolling game where the object of the game is to become a Pokemon master by completing the 3 levels.

First levels objective is to dodge attacks from the Spearows while trying to collect all the pokéballs to gain points.

Five lives are given and the score increases by 100 for every collected pokeballs.

The level is complete when you’ve reached a score on 1000 points.

Second Levels objective is to capture as many pokemon as you can while avoiding their defense attacks. Each pokemon will

Five lives are given and the score increases by 100 or 200 for every pokemon captured.

The level is complete when you’ve reached a score on 2000 points.

The third levels object is to recuse the rare pokemon from Team Rocket and avoid Team Rockets attacks and pokemon.

Five lives are given and the score increases by 100, 200, 300 for every pokemon captured.

The level is complete when you’ve reached a score on 3000 points.

# Controls

Mouse control is being used to play this game.

# Saving and Loading

The game doesn’t include any saving or loading.

# Interface Sketch

**Start**

Start

Instructions

**Game**

Game

Score

Lives

Game Over

Score

**Game Over**

Restart

# Menu and Screen Descriptions

|  |  |
| --- | --- |
| **Start Screen** |  |
| **Instruction Screen** |  |
| **Game Screen** |  |
| **Game Over Screen** |  |

# Levels

Pokemon Run has only one level complete. Working on the second and third lvl

# Characters

The avatar is Ash who is a pokemon trainer. He tries to collect all pokeballs on his way by avoiding the enemies.

|  |  |
| --- | --- |
| Ash | C:\Users\Tharmitha\AppData\Local\Microsoft\Windows\INetCacheContent.Word\TrainerAsh.png |
| Pokeball | C:\Users\Tharmitha\AppData\Local\Microsoft\Windows\INetCacheContent.Word\pokeball.png |
| Backgroud | C:\Users\Tharmitha\AppData\Local\Microsoft\Windows\INetCacheContent.Word\background.png |
| Live |  |

# Enemies

|  |  |
| --- | --- |
| Spearow | C:\Users\Tharmitha\AppData\Local\Microsoft\Windows\INetCacheContent.Word\spearow.png |

# Scoring

100 points increment for every collected pokeball.

# Sound Index

|  |  |
| --- | --- |
| Game Background Sound |  |
| Sound for collecting a pokeball |  |
| Sound for crashing into the enemy |  |
| Game Over Sound |  |

# URL

<http://comp3972dsidescroller.azurewebsites.net>

# Git

<https://github.com/TimHitch/Final-Project-Comp-397>