

# PHPOKÉMON

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WESSEL POELMAN



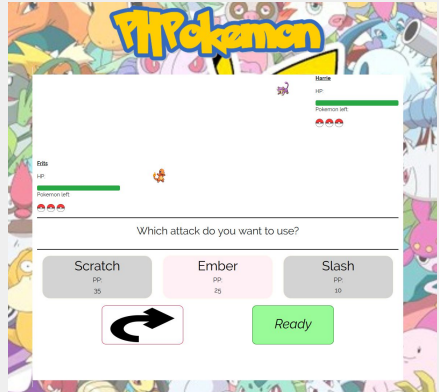
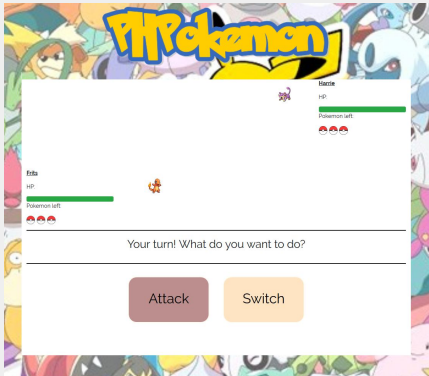
19-06-2019

**DE GAME**

# DOELEN:

- 1 tegen 1
- Keuze verschillende Pokémon
- Attack of switch
- Authentieke informatie gebruiken (speed, defense, power, element, type, accuracy)
- Simpele, begrijpelijke interface

# VOORPROEFJE



# METHODE

# STRUCTUUR

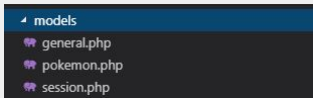
- MVC opbouw
- Routes
- Templating

```
▸ components
▸ css
▸ data
▸ js
▸ media
▸ models
▸ views
⚙ .htaccess
📄 index.php
📄 model.php
📄 pokemon_handler.php
```

# ROUTES & CONTROLLERS

- `index.php` : statische GET routes
- `pokemon_handler.php` : game GET & POST routes

# MODELS

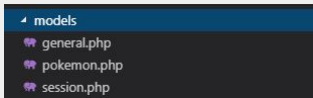


general

Navigatie, routes, errors & helpers.



# MODELS



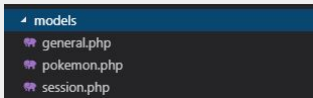
## general

Navigatie, routes, errors & helpers.

## pokemon

Round action ( (auto)switch, attack) & damage.

# MODELS



## general

Navigatie, routes, errors & helpers.

## pokemon

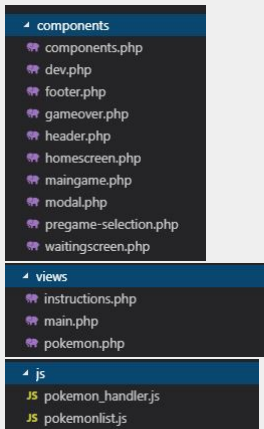
Round action ( (auto)switch, attack) & damage.

## session

Gamestate, reset game, player data & join game.

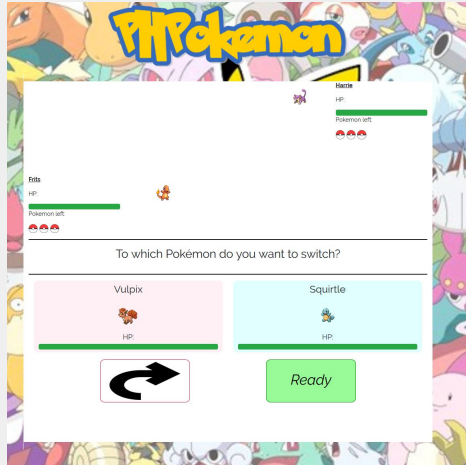
# VIEWS

- Statische views (instructies & Pokémon lijst)
- Components worden in 'main' geladen
- Component interactie & dynamische data door Javascript

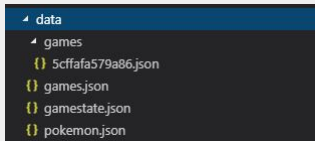


# INTERFACE

- Grote, duidelijke knoppen
- User feedback (animaties, omlijning, veranderen grootte)
- 'Main game screen' met losse componenten



# DATA STORAGE



- `pokemon.json` : statische pokémon info
- `game_state.json` : huidige game info (players, pokemon, data vorige rounds)
- `games.json` : id's van games die nu gespeeld worden (players, active?)



# TAAKVERDELING

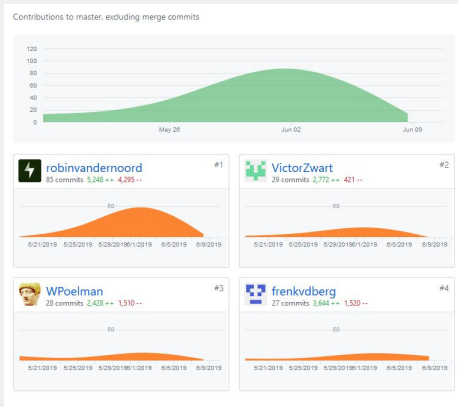
Frank	Interface, Animaties, Feedback messages, Pokémon lijst pagina, Damage berekenen
Robin	Routing, Gamestate handling back-end, Errors, Players, Sessions
Victor	Interface, Animaties, Sprites, Styling, Components
Wessel	Gamestate handling front-end, Components, Errors

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**En elkaar helpen natuurlijk!**

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Een paar grote commits of veel kleine... Dat is de vraag...



**DEMO**