Pokemon Game

Group Members :

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Description of the Project :

My aim is to build a in browser 2D Pokemon game using JavaScript language.

Tools to be used :

Using IntelliJ Idea as the IDE, which includes development, debugging, stack trace, testing, and other plugins (linters etc) to enhance my development experience. Usage of canvas and SVG to design the game itself.

Timeline :

All modules of the game to covered in the most functional manner possible - 30th September, 2017
Add extra features to enhance UX and Design - 7th November, 2017
Submit the final game by 15th November, 2017

My Role :

To ensure all modules of the game are completed, tested, and ready for user experience. If possible, will also try to create a Desktop version of game as well.

Deliverables :

In browser Pokemon game which allows user to take a Pokemon from the given choices.
There will be various levels/stages in the game which the user will have to reach by defeating certain other Pokemons and gain XP in order to advance.
If possible, try and create a Desktop version of the game.