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**Final Project Proposal**

For my final project, I would like to create a game that uses characters from the show Pokémon. The game and story consists of the Pokémon Piplup as the protagonist, and it needs to find its way through a maze in order to reach the Pokémon Center. If the character walks into a wall, then it stops moving and can’t go through the wall. Piplup will have a health level (based on a scale of 0 to 100, where 100 represents perfect health and 0 means too tired to move) associated with it. The player wins when he/she finds his/her way out of the maze.

There are a few obstacles in the game to make it more challenging for the player. First, the game will have a time limit that the player must finish the maze within. Second, there will be wild enemy pokemon scattered throughout the maze. They will attempt to attack Piplup if it gets close enough to them. The enemy can run toward Piplup to attack it, and if it runs into a wall then it will turn around and move in the opposite direction. If Piplup gets hit, its health will decrease. I will use a constant value for the the amount of damage Piplup takes per attack. If Piplup’s health ever hits 0, the player loses. However, Piplup can counter these Pokemon with its own Bubble Beam attack. If the attack hits the enemy Pokemon, then the enemy automatically dies and disappears from the screen.

The only assistance that Piplup can receive is from a few Pikachus that are also located throughout the maze. They are friends with Piplup, and carry Sitrus berries which will restore Piplup’s health by 30 points. Piplup simply needs to walk into Pikachu in order to receive this.

This game will be fully 2-dimensional and heavily use features of the PyGame module along with the Rect and Sprite examples presented in chapter 5 of the Textbook. I would like to make it somewhat similar to the chapter 4 examples, except the characters can move up, down, left and right. I don’t plan to include jumping, but the game will still be very interactive.