lingering_pirates   APCS1 pd10
Arpita Abrol, Ling Cheng   2016-01-11

Final Project Proposal
Pokemon RPG

Our project proposal is to create a Pokemon-style RPG. Players will seek to capture and train all 151 original Pokemon in their quest to become a Pokemon master.

Main Features:
- The trainer will be able to choose their starting Pokemon and travel around a map
- In order to travel between towns, you must go through an 'adventure mode' and fight (or catch!) wild pokemon and other trainers. Adventure mode can only be used to travel in between two consecutive towns. If you have already 'unlocked' a town and defeated the gym master, you may summon a wild pokemon who will fly you to the town you desire
- Each town will have a gym, a store, and a healing center
- The trainer will encounter Pokemon along the way and choose whether to battle the Pokemon, run away, or use items such as pokeballs and potions
- If the trainer's Pokemon defeats an opponent Pokemon, then the trainer's Pokemon gains experience
- Once the trainer's Pokemon gains enough experience, the trainer will have the option to evolve the Pokemon
- The trainer earns money by fighting wild Pokemon, trainers, or gym leaders

If we have time:
- ASCII images
- Pokemon evolve by using stones
- saving data
- mini-quests

Skills we will need:
- reading/writing to files (obtain information about Pokemon, levels, etc.)
- abstract classes,inheritance,interfaces (gym leaders, other trainers, pokemon)
- arrays/matrices (item/pokemon storage)
- searching (going through arrays to find selected item/pokemon)
- variables (health, moves, level, etc)
- objects (creating wild pokemon, trainers, etc.)