

Jonathan Gonzalez

Game: Pokémon Yellow

High Concept

The adventure of a lifetime to become the greatest trainer of all time. Defeat other trainers and capture all the Pokémon in the world. Become a Pokémon Master and catch 'em all!

Features

- The player's point of view is top-down similar to other RPGs with detailed sprite work of the player, companion, and environment.
- Loosely based on the animation with a story similar to previous installments of Pokémon Red/Blue/Green but with characters from the animation. An example would be Misty, Ash's female companion from the series or all police replaced with officer Jenny, etc.
- You will now have a new traveling companion following you throughout the game. It's a Pikachu, Pokémon's mascot, it's the first Pokémon given to you just like in the animation.
- A minimal friendship system is implemented to track how Pikachu feels about you, the player.
- An open world with many different places to explore and Pokémon to capture. There are 151 Pokémon throughout the world, you have the chance to catch 'em all!
- A turn-based battle system that is simple to learn to use but rewarding when mastered.
- A new game mode in the game that has new tournaments to allow you to test your skills. Three new tournaments called the Pika Cup, Petit Cup, and the Poké Cup.
- Allows players to trade with other people using the in-game Cable Club to trade Pokémon via cable to connect with other Pokémon Yellow players on Game Boy.

Player Motivation

The player will come of age and be sent on an adventure to become a **Pokémon Master**. The player must travel throughout the world in order to prove himself worthy of being called a Pokémon Master. The player needs to **defeat** all of the world's Pokémon **Gym Leaders** and earn their **badges** to have access to the **Pokémon League**. Race your rival to the top of the League and beat the **Elite Four** and remember, you **"Gotta catch 'em all!"**

Genre

This game will be an RPG with strong collection mechanics and turn-based battle.

License

Pokémon™ from Game Freak and Nintendo™

Target Audience

Children of ages 5-12 and young teens ages 13-15.

Competition

Other RPGs like Final Fantasy and Dragon Quest, this game is different since it's based on the world of Pokémon and has unique collection mechanics.

Unique Selling Points

- The most complete version of the Pokémon game to date.
- Based loosely on the animation series.
- **Pikachu** as a traveling companion
- Can be released alongside the Pokémon movie.

Target Hardware

Nintendo Game Boy and Game Boy Color

Design Goals

Simple: The game is simple and easy to learn with turn-based mechanics against different Pokémon in a random encounter.

Depth: Since there are 151 Pokémon in the game, the player has an incredible amount of different Pokémon to choose from with their limited six Poké Balls on hand. This means that player will always have many choices that can make for Pokémon team.

Expansive: Since the world of Pokémon is large, the world in the game will reflect it. There will always be something to do, whether it's finding a Pokémon, battling other trainers, or raising your Pokémon. The player will always have a goal in mind while traveling the game world.

Characters

Red: The main protagonist, the player. When Red becomes of age, he sets out on an adventure to achieve his dream, to become a Pokémon Master. On his first day, he makes a mistake and ventures out into the world without a Pokémon! Luckily, he is stopped by Professor Oak before he got hurt. Given a Pikachu and PokéDex, he goes on his adventure and races his rival to become the greatest Pokémon Master.

Blue: A childhood friend of Red and grandson of Professor Oak, he set on his adventure become a Pokémon Master as well on the same day as Red. In fact, he declares to Red that he will beat him at becoming Pokémon Master. Stealing the Pokémon that was meant for Red, he takes off on his journey and they will encounter each other throughout their adventure. Red knows that Blue will be a tough rival but you feel up to the task.

Pikachu: Red's most reliable companion, Pikachu will travel with Red throughout his journey to become Pokémon Master. He will follow wherever you go and will always protect you from wild Pokémon, battle trainers with you, and drive the evil Team Rocket.

Professor Oak: The grandfather of your rival and a mentor for Red. He is a Pokémon researcher, learning about the different types of Pokémon from around the world and documenting them. He helps Red on his journey to becoming a Pokémon Master by providing Red with Pikachu and a PokéDex. He suspects that there is much more Pokémon in the world than what is known.

Jesse and James: Part of the secret organization, Team Rocket, they will do everything they can to steal all of your Pokémon including your precious Pikachu. You will encounter them throughout your adventure and it's your job to stop them at every turn.