

# Pokémon

## Summary:

Goal is to create a web/mobile game to replicate Pokemon. Which gives users the ability to reminisce about their youth of grinding and having fun.

## Features:

- A player that allows the user to move around the screen
  - Only North, South, East, and West movements
- NPC players for users to fight against
  - Can either challenge NPC or if user walks into NPC's POV
  - Win
    - Allows players to collect pokecoins to buy eggs from the shop
  - Lose
    - Loses some pokecoins and must return to healing center
- Cannot find Pokemon in the wild (must fight and collect eggs to gain more pokemon)
- PokeDex to view all of the possible pokemon
- A world where some parts of the world are blocked off due to either pokemon or player level

## Things to Consider Adding:

- User accounts to allow players to save/link their accounts between cross-platforms
- Allow players to fight other players once a certain level is reached
- Avatar customization
- Possible chat room to talk to players all over the world / direct messaging to certain players

## API:

- PokeAPI - for pokemon data