Game Purpose:

Our Pokemon Safari game is based off the idea of a classic Arcade Game. A player is Allowed to catch a maximum of 5 pokemon, with each pokemon being worth a different point value. points values are based off of pokemon rarity and difficulty to catch.

Game Start:

At game open the player will enter a 3 character name for the leaderboard. The trainer will start at the same place every time, which will be the entrance to the safari Zone. Pokemon and Items will be randomly placed at the start of every game.

Wow Factor:

During Gameplay we are going to implement a fishing pole item which can be found and used to fish pokemon out of the water. There will be a Rick mercer mermaid in the water which can be caught to end the game.

Game Ending:

There are three ways for the game to end:

1.The game will end once the trainer reaches 500 steps in the safari zone

2. The game will end once the trainer catches 5 pokemon

3. The game will end if the trainer fishes the Rick Mercer Mermaid (undecided point value)

Once the game ends, the point totals for each caught pokemon are totaled. (possibly implement a saved leaderboard)

POKEMON IMAGES

<http://www.planetminecraft.com/project/pokemon-sprites-in-minecraft/>