



Mechanics

Turn based combat: Two players take turns using moves with their Pokémon. The players can also use items or change pokemon during a turn

Catching pokemon: To be able to use the Pokémon in a battle, the user must find them in the wild and catch them using the Poké Ball item

Team Building: The player can use up to six Pokémon in their party for a battle, allowing strategic decisions around which Pokémon to bring and when to use them.

Pokemon Unique Features: Pokemon are different from each other in their types (electric, fire, water ecc.), available moves, stats and other features that influence the way they interact in battle and where they can be found in the environment.

Exploration: The player can explore the Unova Region, starting from the main character's town of origin, Nuvema Town, visiting towns, cities, caves, and routes, progressing through the story by defeating Gym Leaders and advancing in the Pokémon League.

Online multiplayer: A feature provided by the Nintendo DS is the capability of connecting to the internet using Wi-Fi in order to battle with other players all over the world.

Dynamics

Resource Management: players manage their resources, including health, healing items, and Poké Balls. Over time, catching rare Pokémon and managing their growth adds strategic decisions about which Pokémon to invest time and resources in.

Battle Strategy: The difference in stats, abilities and moves brings a very complex competitive scene to the game, where players have to carefully choose which Pokémons can work better together.

Completionist: The player can also focus its game experience on trying to catch all of the Pokémon available in the region, in order to complete the pokedex.

Aesthetics

Anime Aesthetic: like the other entries of the series, this game also gathers inspiration from contemporary anime, especially the ones targeted to young audiences.



Monster Design, Return to Origin: the design of the Pokémon creatures came from other video games such as Dragon Quest. In this particular game, the design of the new Pokémon try to resemble the older ones, as an homage to the roots of the series.



New York region: Each Pokémon game bases its region on a real life world location. For the first time in the series, the game exits Japan and bases the Unova region on American Culture, especially New York. This can be pretty clear by looking at Castelia City

