Background and History

Pokémon is a series of role-playing video games published by Nintendo, originally released in 1996 for the Gameboy. As of 2022 Pokémon is estimated to be the largest media franchise in the world through multiple mediums of entertainment. Spanning across 9 generations of main series games and multiple spin-offs, the core of almost all Pokémon games and movies have been Pokémon battles. Pokémon battles are the core mechanic of the series and have followed the same structure for the past 25 years with some minor adjustments being added in the recent games. Pokémon battles are turn based events, which take place between two trainers. Each trainer has a small team of Pokémon to take to battle, but only one is active at a time. The main goal of the battle is to use attacks that reduce the opposing Pokémon’s health to 0, thus resulting in a victory for the user. To attack, the trainer selects a move for the Pokémon to use, each with varying attributes and power, and watch as moves are used.

The difficulty and skill of a battle comes with choosing the most effective move as all Pokémon are grouped into types. Each type interreacts with each other in a rock-paper-scissors like relationship where each type is weak to some and strong against others. For example, each Pokémon takes double damage from the types they are weak to and deals double damage to types they are strong against. Using the Pokémon type mechanic properly in a battle can give a player an extreme advantage and increases the chances of a victory.

Team 18s project will adapt the mechanics of a Pokémon battle and will create a unique set of types and the relations between them. In this version the battle will take place between “Profemon”, where professors will represent the Pokémon battling, each with a unique move set. The user will also be able to choose between 4 different Profemon to take into battle with them. To complete the game, the user must survive through 8 rounds of battles each with different opponents.