Project Pokeman

The game will consist of a window full of 20 x 8 tiles. Leeching off of the tile panels similar to Tic-Tac-Toe, each “special” tile will have its own mouse events. The player will spawn next to the healer, who is standing (16, 6), directly below the trainer, standing (16, 2). The grass space will be 5 x 5 tiles, and have special mouse events in which when you enter, click the tile and you are adjacent to it, there will be a random chance in which you can enter the “battle screen” that becomes a panel, but not a frame.

When entering the battle screen, you will see the wild monster before getting the chance to pick 1 of 3 monsters in your bag that you can choose from. After choosing your monster, it will appear on the left portion in the screen and be facing the opponent who is on the right portion on the screen. Following the encounter, you will have 3 options on the bottom of the panel: Fight, Heal and Run. The Fight option gives you 2-4 battle moves to choose from, and after picking one option, the panel displays one of 3 images that depict an attacking animation on the opponent. The Heal option heals the monster out at the moment, with 3 in your supply. The Run Option rolls a die in order to determine whether you can avoid a battle. The more health you have, the less chance you can have of running away from the enemy. If your monster’s health goes to 0, the next monster in line automatically comes out for battle.

When clicking the trainer, he will say a line of text and then battle you. The battle procedure will be similar to the encounter of a monster, but instead the trainer will have 3 monsters as well. If you are defeated, you will black out and spawn on a random tile in the map. The same battle scene will occur when you encounter another player. The healer will heal all your pokemon, restoring them all back to full health.

When battling another person in a PvP battle, he can either click on you, or you will click on him to create an option panel that asks, “Do you want to battle ‘username’?” If you answer yes, then a battle screen will pop up and 2 threads for each player. After clicking on your specific move, your thread will stop updating, send your move to the server and wait for the opponent to finish his move as well. After both players send their moves, the server will send back the 2 moves back to both threads, update both, and proceed to the next level. If you lose, you will black out and die. If you win, the screen will display a “You won” panel and revert back to the map screen.