**Win/Lose conditions**

- Each pokemon is worth a certain amount of points based on frequency.

**Single-Player**

- A certain amount of points must be reached before safari zone step limit is exhausted.

Example values:

Points: Common: 10

Uncommon: 30

Rare: 240

Difficulty: Easy: 100 to win

Normal: 200 to win

Hard: 300 to win

**Multiplayer:**

* Add up points for each trainer’s captured pokemon.
* Trainer with most points at the end wins.

**Map Outline**

- 1 map with 6-8 zones.

- 500 steps per game.

**Map Key Element**

* Obstructions: Tree, elevated regions, mountain walls, bushes, fences.
* Portals: buildings, forest path, ladder, caves.
* Tiles: water, grass, ground, portal, obstruction

**Types of Pokemon**

* Water
* Fire
* Grass
* Normal
* Electric
* Poison
* Ground
* Flying
* Psychic

**Soundtracks**

* Main menu
* Safari zone roaming music
* Battle music
* Capture music
* Attack sound effects
* Item sound effects
* Battle start effect
* Capture start effect
* Pokemon caught sounds effect

**Sprites**

- Sprite sheets will be obtained from spriters-resource.

- Sheets will be animated using JavaFX animation timelines.