For my game design I am thinking of making a racing pokemon game. This game will be fairly simple because it will use a concept similar to Rock, Paper Scissors but will be replaced with attack and block which when a hit is given to either side it is counted up to 10 where then whoever scored the 10 hits first wins the race.

I am planning to have at least 10 different pokemon for the user and computer to choose from where the computer will choose randomly from the selection available. I am also planning to have the weakness/ resistance concept in the game while being more simplified.

For example, if a pokemon is hit with a super effective move it counts as two hits while if it is hit with a move it is not weak too it will only count as one hit. If a pokemon blocks an attack it is weak against it will still take one hit instead of 0 hits for the normal attack. I am also not sure of a name for this game yet but will come up with one soon.