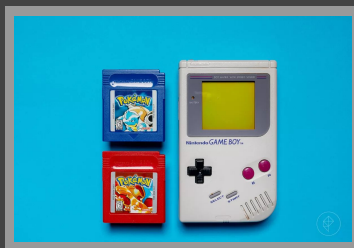


Gotta Catch 'Em All

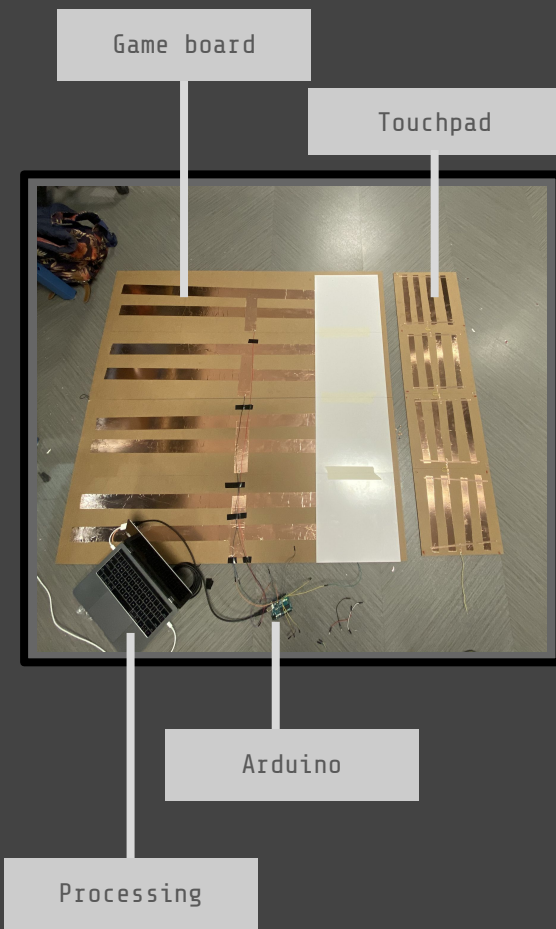
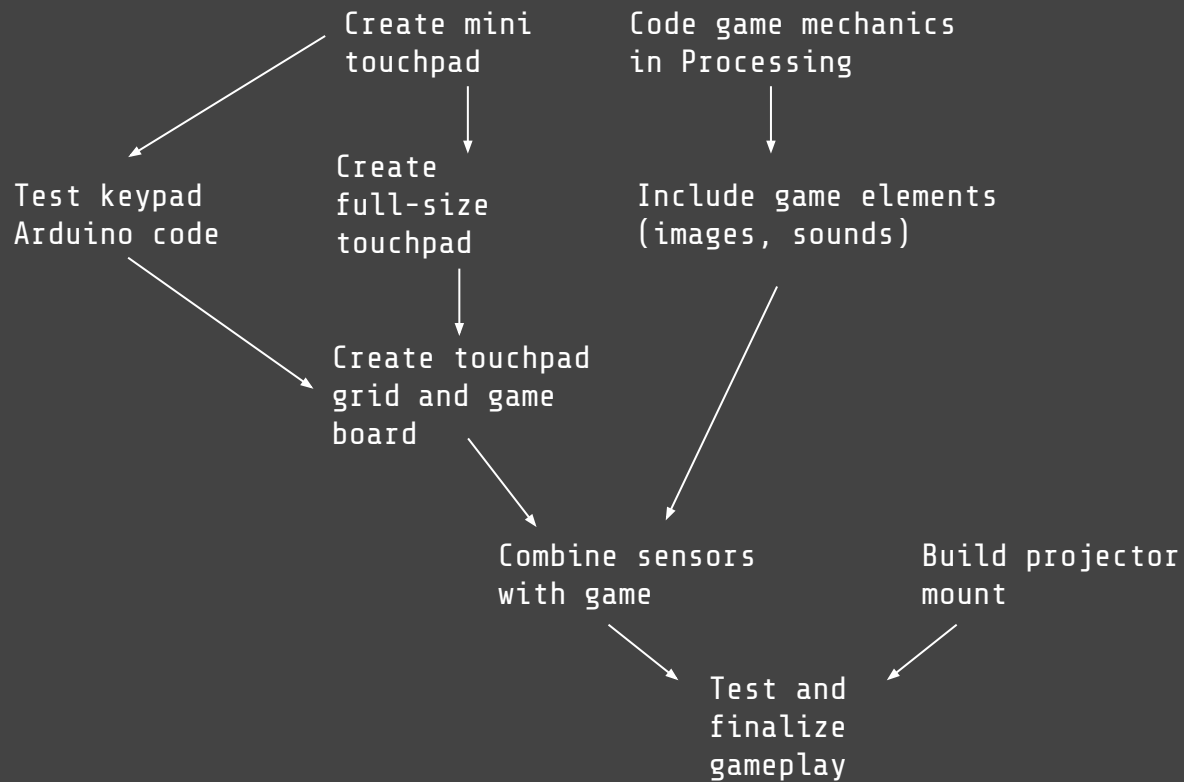
Shiwen Jiang, Hansung Kim, Joy Brown

Inspiration

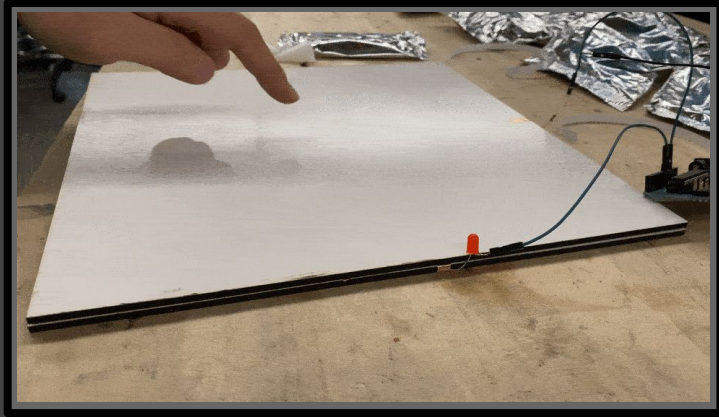
- Pokemon Gameboy Game (Pokeball and theme)
- Four-square (ball and square)
- Two players, competitive and full body engagement game
- Retro, bring back the childhood



Design Process



Prototyping



How it works

ROW 1	A		B		C		D	
ROW 2	E		F		G		H	
ROW 3	I		J		K		L	
ROW 4	M		N		O		P	
	COL 1		COL 2		COL 3		COL 4	

Game Play

- Catch all four of the Pokemon by hitting them with the Pokeball
- Each Player must press on the pad to begin
- Catch the pokemon by hitting the pokemon on the pad with the Pokeball



Bulbasaur

Bulbasaur moves
randomly Level 1



Charmander

Charmander uses
'Dig' Level 2



Squirtle

Squirtle uses
'Protect' Level 3



Pikachu

Pikachu uses
'Double Team' Level 4

