Pokémon Showdown: Design Commentary (Ethan Kim)

To be honest, I am very happy with the end result of the project, and so proud to be a part of something that I never thought that we would ever be able to accomplish. From the very early stages, when we were ambitiously creating skeleton classes for every aspect of the game, to later realizing that some of these elements were not going to put in, the process has been very enjoyable. It really is no secret that Fletcher and Diego are two of the best coders in the class, while I am very, very, very mediocre. Other than creating the algorithm for damage calculation and implementing that class, I had very little part in actual coding (believe me, I wanted to do more, but my more talented partners wisely decided that I should not be allowed to touch their precious code). Instead, I dutifully looked up and manually entered the missing stats of all 151 pokemon, and added 4 new surprise pokemon to the game, as well as manually coding in some 80 or more move statistics. This, although sounding unimpressive on paper, took up a very significant amount of time to do, as the Pokemon and move lists that we imported were very incomplete. To be frank, although we all worked on the project together over voice chat, as a result of working on something almost completely unrelated to Diego and Fletcher, I have little idea of how the code works - I just know the basic algorithms, classes, and methods. I was pretty removed from the whole process, other than offering my advice on how I thought things should theoretically work, which Diego and Fletcher then implemented. There were several design issues that we all worked together to solve. Firstly, all Pokemon in the modern games have a separate “special attack” and “special defense” stat as well as the “attack” and “defense” stat. Our game runs much closer to the original, where all Pokemon only have “attack” and “defense” (as well as health and speed). We also cut out two other essential aspects of Pokemon battling for simplicity sake: items and abilities, both of which modify Pokemon performance and viability in battle. Additionally, there were many bugs that we found while we were testing (which I also took a part of, running many, many repetitions of the game both for my own amusement and for bug testing purposes). One of the most distinct bugs that I can found, and probably the most game-breaking, was a simple bug in assigning stats in which all stats were only 5 or 10. Although Diego fixed the bug, I am proud to say that I was the first one to find and report the bug. All in all, I was somewhat disappointed that I was not able to code as much as I wanted to on this project, but overall I am very proud about this project that I was able to be a part of.