

Pokémon Royale

CS 371 – Final Project

Members:

Daniel Burris

Zachary Johnson

Jairo Arreola

John Mullen

Concept

- What is this game about?
 - This game is going to be a Pokémon Arena. When a new game is initiated from the menu, the player will be able to select 1 of 3 random Pokémon, once he selects his Pokémon, he will be able to select another Pokémon from another set of 3 random Pokémon. This continues until the user has six Pokémon. Once he has his deck of Pokémon, he will battle against enemy trainers and see how many he can beat. The project is going to focus on core mechanics first, then focus on adding variety to the game, such as multiple trainers, lots of Pokémon with unique stats and hit points, etc.
- Genre
 - Pokémon is generally an instance-based RPG, in this case it's going to have an RPG style combat, but arena (royal rumble) based gameplay.
- Character Design and Sketch



Main Character

- Target audience
 - Pokémon players; which is anyone aged 3-99.
- Key Features
 - RPG-Style combat.
 - Sudo-random Pokémon matchups / Arena style Pokémon selection.
 - Items commonly found in Pokémon games.
 - Start menu, Help menu
- References
 - Hearthstone
 - Pokémon Stadium
 - Pokémon Gameboy games

Game Mechanics

- This game is played using a Pokémon style menu loaded with tap events to navigate options such as fight, Pokémon switch, and item use. You can see a basic idea of what the menu will look like in Figure 1. The battle scenes will look like Figure 2. The Pokémon select screen will look like Figure 3.
- Screenshot and artwork



Figure 1 – Menu during Battle Scene



Figure 2 – Battle Scene

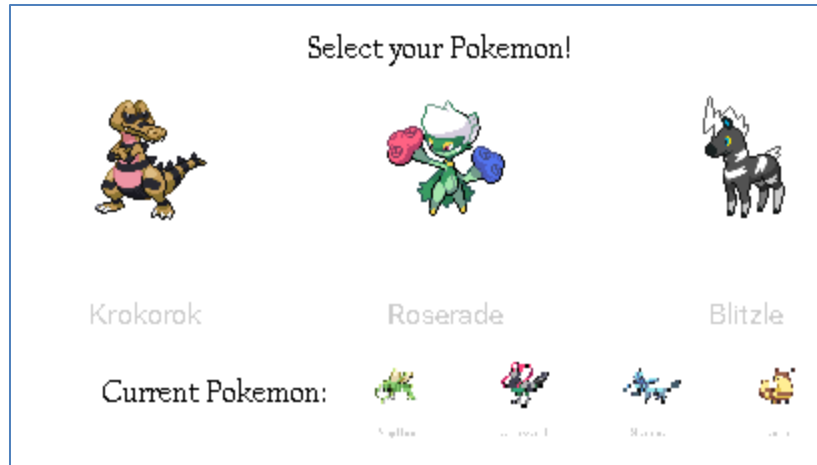


Figure 3 – Pokémon Select Scene

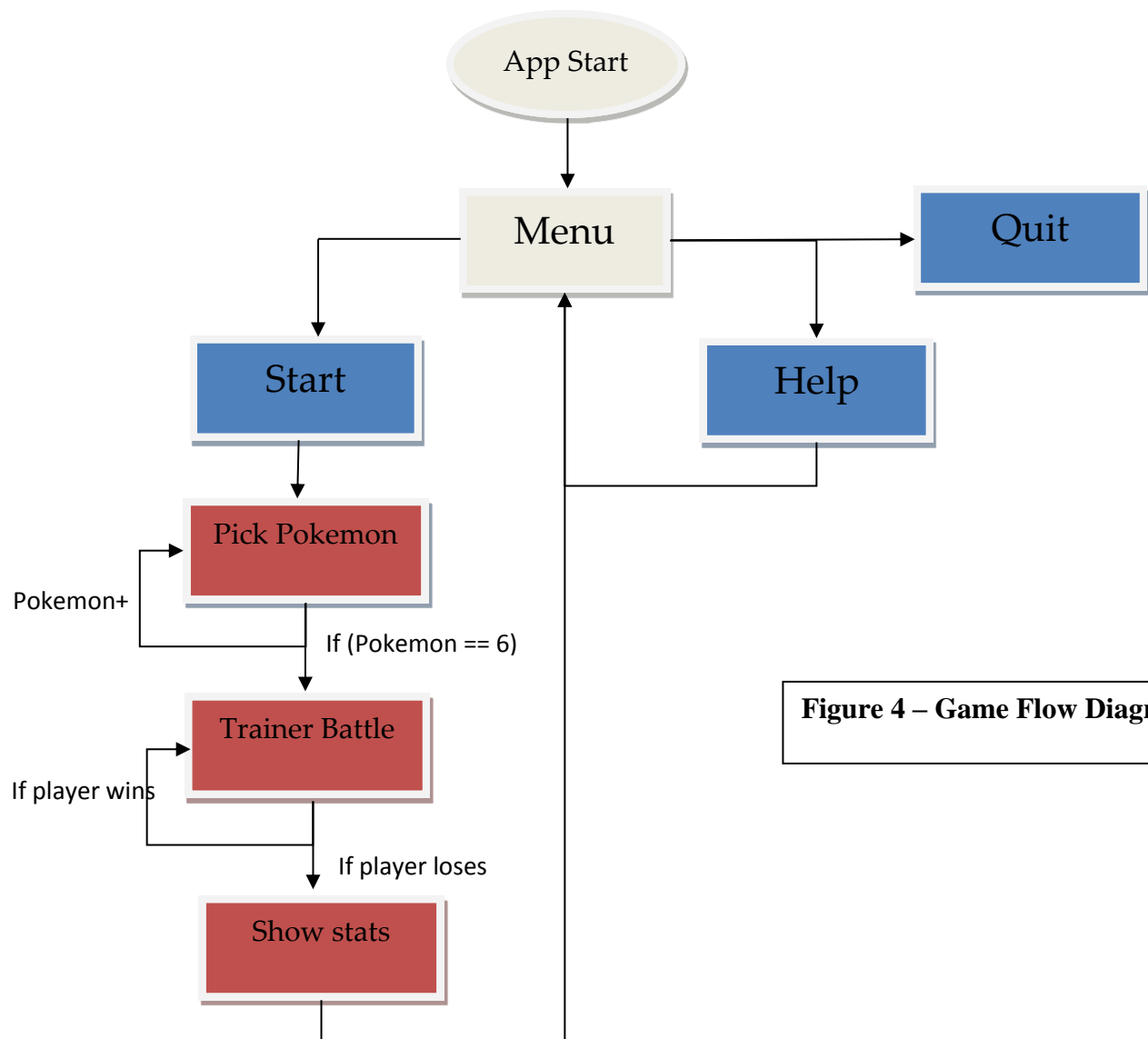


Figure 4 – Game Flow Diagram

Menu	Play button Help button Quit button
Play button	Takes us to the Pokémon select scene
Help button	Shows new scene that explains game mechanics / how to play.
Quit button	Closes Application

Figure 5 – Game Flow Table

- **Gameplay example**
 - Gameplay will mimic the following video as we see fit.
 - <https://www.youtube.com/watch?v=tRHeJztnuX4>
- **Control Scheme and Interface**
 - The overall control scheme can be seen in the following video.
 - <https://www.youtube.com/watch?v=VR4sY2OokIE>
- **Scoring System and Achievements**
 - Scoring is going to be based on how far the player can go without losing. He will get an achievement every time he beats a specific trainer.
- **Screen Flow**
 - Screen flow can be seen in Figure 2

Tech

- Issues
 - **Graphics** will not be an issue. Pokémon has a really big following and as such as a lot of community driven repositories that contain sprites for all the characters, maps, backgrounds, animations, and logos.
 - **Camera** won't be an issue because this game doesn't have any screen scrolling, it will all be scene based.
 - **Control Interface** may be an issue, but only because of the lack of design space available on a mobile device. We will do our best to keep the tap listeners away from each other so that the user doesn't accidentally tap the wrong buttons.
- Target Platform
 - Android platform, native resolution, portrait only, no landscape because of design space issues.
- Graphics Assets

2D

Menu Background		
	Menu	
		Menu Background
Fight Scene Backgrounds		
	Fight scene 1	
		Fight scene 1 BG
	Fight scene 2	
		Fight scene 2 BG
Pokémon		
	Pokémon 1	
		Pokémon 1 Sprite Sheet
	Etc.	
Trainers		
	Trainer 1	
		Trainer 1 Sprite Sheet
	Etc.	
Action Selector Menu (Fight scene)		
	Action Menu	
		Action Menu Outline

- Audio Assets

Music		
Trainer Fight 1		
	Fight Music	
		Pokémon Gen 1 Music
Trainer Fight 2		
	Fight Music	
		Pokémon Gen 2 Music
Etc.		
Sound FX		
Pokémon		
	Dying	
		Dying sound
	Appear	
		Appear
	Hit	
		Hit
	Attacking	
		Attacking
UI		
	UI Sounds	
		Menu Select Sound

- Required Resources
 - Software
 - Corona SDK
 - GIMP
 - Texture Packer
 - GitHub Repository
 - Advance Map
(<http://www.pokecommunity.com/showthread.php?t=127348>)
 - Sprite resources
 - Poke Stadium (<http://www.pokestadium.com/tools/sprites>)
 - Pokémon Trainers Sprite Sheet
(<http://kyogremaster.deviantart.com/art/All-Pokemon-Trainer-Sprites-137787432>)

- Work Division and Schedule.

Members	Week 1	Week 2	Week 3
Daniel	Menu Scene + Pokémon Select	Animations	Adding additional fight scenes + Adding LOTS of comments.
Jairo	Main Pokémon Class	Defining Pokémon + adding animation	Testing Game
Jonathan	Battle Scene	Background Audio + Graphics	Making more trainers + Documentation
Zach	Main Trainer Class	Defining Pokémon	Making more Pokémon