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APCS pd08

FP: Show Us What You Got

2022-06-26

time spent: 0.5 h

Ratolotls Project Proposal

We will create:

- A terminal based Pokemon simulator named Pomenon
- Players will move the player icon by inputting moves via the wasd keys and explore the map, catching and battling pomenons as they progress.
    - The Player will have a team of up to 3 pomenons and an inventory to keep collected items in. The Player will battle wild pomenons and other trainers, and maybe even have the chance to catch a new friend for life (aw)
- Various maps with different features for maximum fun! :)
- The end goal is to reach the final map level, where the player would be presented the opportunity to obtain the Golden Axolotl

2nd Semester Features We Will Incorporate:

- Binary Tree for Pomenon evolutionary tree
- Linked Lists for Pomenon Teams and the Pomedex (getNext to view next entry in the dex)!
- Using a scanner to read an input file and generate a map (2d array) of characters from input.
- PriorityQueue within turn based battling system.