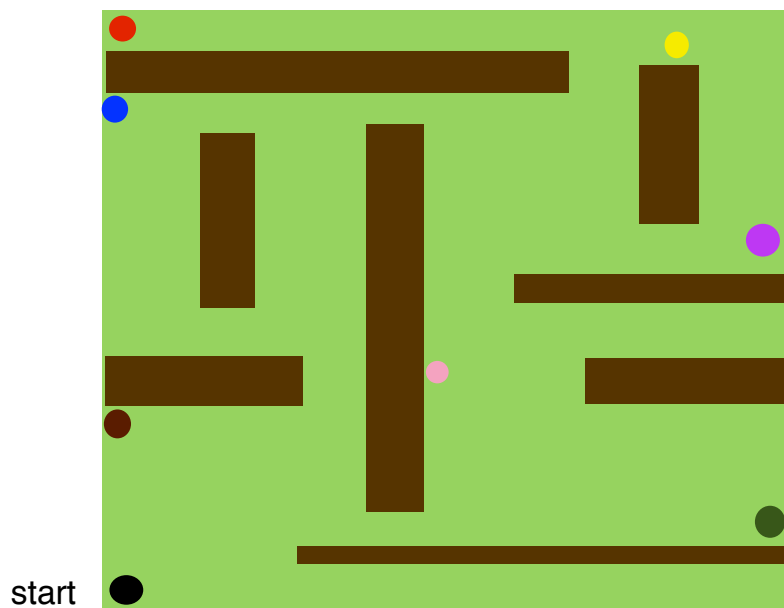


Basic game structure is as shown in the figure. Better graphics will be used for the game sprites. Game starts from the bottom left corner and we need to collect 5 distinct Pokemon using lowest cost to travel. Built using phaser.js.



### Synopsis

Ash and Pickachu are journeying through the Viridian forest in the Kanto region. They have accepted a challenge with Garry that they will catch 5 different pokemon before sunset. We need to help them achieve the same.

### Features

A modified A\* search method is used to show the desired path which can be used to collect all the Pokemon in the given number of steps. Can be extended to show using other types of searches.

### Theme

Set in the Viridian forest in the Kanto region. Path finding game

### Rules

Click on the pokemon to find out how to reach it in the best possible way. We use A\* search to show the desired path which can be used to collect the Pokemon.

### Goals

Move through the landscape and collect 5 distinct Pokemon before sunset, ie, find a path through the forest with lowest cost. Different parts of the terrain have different costs.

### Pace

For the project, there will be only one level and clicking the Pokemon will take the player to that position.

### Target

Pokemon lovers and AI enthusiasts. Educational and helps to visualize A\* search and various other searches.

### Interface

GUI(Graphical User Interface). Hosted using http-server module and anyone can clone and follow the steps in readme