PokeGame

The intent of this project is to create a Pokémon style game where a player can navigate a map with a mouse and keyboard and interact with Pokémon. The player should be able to battle Pokémon it finds, capture Pokémon, and collect items. A battle should be a situation where it takes over the screen and is essentially a mini game. There should be different Pokémon available, and they should have unique attributes.

To complete this project, I will need to use the Pygame library, and a tile map editor called ‘Tiled’. I will find opensource game art which is free to use, I will use extensive object-oriented programming, and graphical programming. The above descriptions are a loose description of the original ideas and is likely subject to extensive change as the project progresses.

The progress of this project will be logged using git version control, and will be stored in a repository on my computer and on GitHub. This planning document will be updated as I complete certain features, and will be adjusted. Upon completion, several versions of this document will be kept.

Feature Plan

|  |  |
| --- | --- |
| Feature | Target Date |
| A basic window and instance of Pygame is running, with correct files set up   * A window displays * It can be exited by clicking x or on esc key | May 24th, 2018 |
| A basic player class has been made   * Player can move around the screen * Player has a graphic | May 25th, 2018 |
| A map is implemented   * A map has bee created using Tiled * A map has been loaded successfully into the game | May 29th, 2018 |
| A camera has been created, linked to player   * The camera follows the player * The camera stops at edged of screen | May 30th, 2018 |
| Collisions are working   * Collisions with map and player * Collisions are not glitchy | May 31st, 2018 |
| Pokémon are added   * There are multiple Pokémon moving on the map * There are collisions between Pokémon and player | June 1st, 2018 |
| A basic instance of a battle is made, executed, returns to main game   * Should allow the user to win or lose * Should allow the user to capture the Pokémon | June 6th, 2018 |
| Different Pokémon are added   * Inheritance * Different types | June 8th, 2018 |
| Pokémon can level up   * They have moves * They have stats | June 11th, 2018 |
| There is a shop   * Player can buy Pokémon * Player can buy upgrades | June 14th, 2018 |