

Catch em' All!

by Joshua Thatcher



The first idea for the interactive project is a Pokemon themed game, where the user will have to catch all three original starter pokemon in the allotted time to win. The game will land on a home screen with a start button. The three starter Pokemon, Charmander, Squirtle, and Bulbasaur will then appear on the screen moving eratically and behind shapes to hide. The use simply needs click on the correct counter element to select it, then click on the Pokemon that it would capture. If you don't finish in time, you lose. If copyright isn't an issue, I would like to use a Pokemon themed background music.

Water -> Fire -> Earth -> Water



The second idea is for an interactive plant care game. This would be a fairly simple mini-game, perhaps prompting the user to tap a button a certain number of times very quickly in order to water the plant. If you aren't fast enough, the plant will visibly die, but if you are successful, the plant will flourish on the screen, rewarding the user. There will be a peaceful basic background music with water sound effects when you feed the plant. The game would have a sort of Tamagotchi game feel to it.



Wither Rose



White Tulip



Warped Roots



Warped Fungus



Spruce Sapling



Red Tulip



Red Mushroom



Pink Tulip



Oxeye Daisy



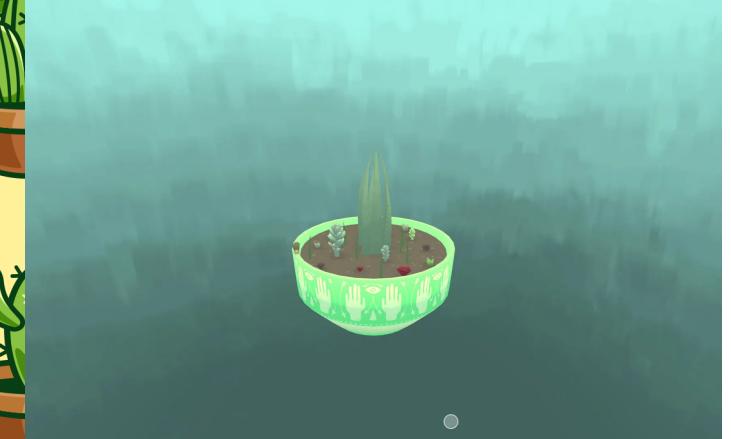
Orange Tulip



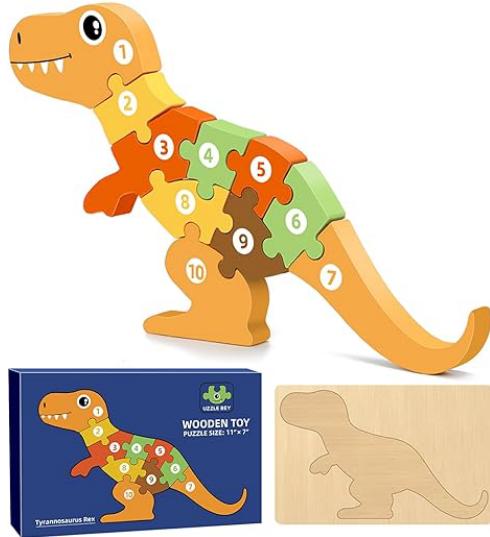
Oak Sapling



Lily of the Valley



The last idea is for an interactive puzzle. The game would feature a very basic puzzle, with simplified Tetris like pieces, which the user would have to rotate to the correct orientation to complete the puzzle and image. There would also be a timer, with an accompanying tik-tok noise to add to the anxiety of the game. The puzzle would only be 8-12 pieces give or take, and feature an image of Totoro.



Design Brief

Project Goal:

The goal of this project is to create a simplified game that is both basic enough to entice a younger demograph of 5+ year olds, and also nostalgic enough to draw in an older adult audience based on the IP. The game will draw inspiration from Pokemon Go! and Duck Hunt.

Target Audience:

The primary audience for this game will be kids ages 5+ who cannot handle a large amount of complexity in games, but enjoy simplified experiences. The game will target 'Pokemon' fans in particular, including adults who enjoy a nostalgic experience.

Timeline:

Feb 22 : Code Flowchart

Feb 29 : Final Game Prototype Completed



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Jordan

About:

Jordan is an 8 year old elementary student with a growing passion for video games. He has recently gotten his first pack of Pokemon' cards, and like his friends, he is fully engrossed in the franchise. He enjoys playing some more simple games on his parents' phone, playing outside with his friends and dog, and watching cartoons.

Design Pain Points:

Despite his enjoyment with games, Jordan isn't able yet to handle some of the more complex video games that are popular with adults currently. He loves to simply tap fun things on the touch screen, and of course to see and play with his favorite Pokemon'.

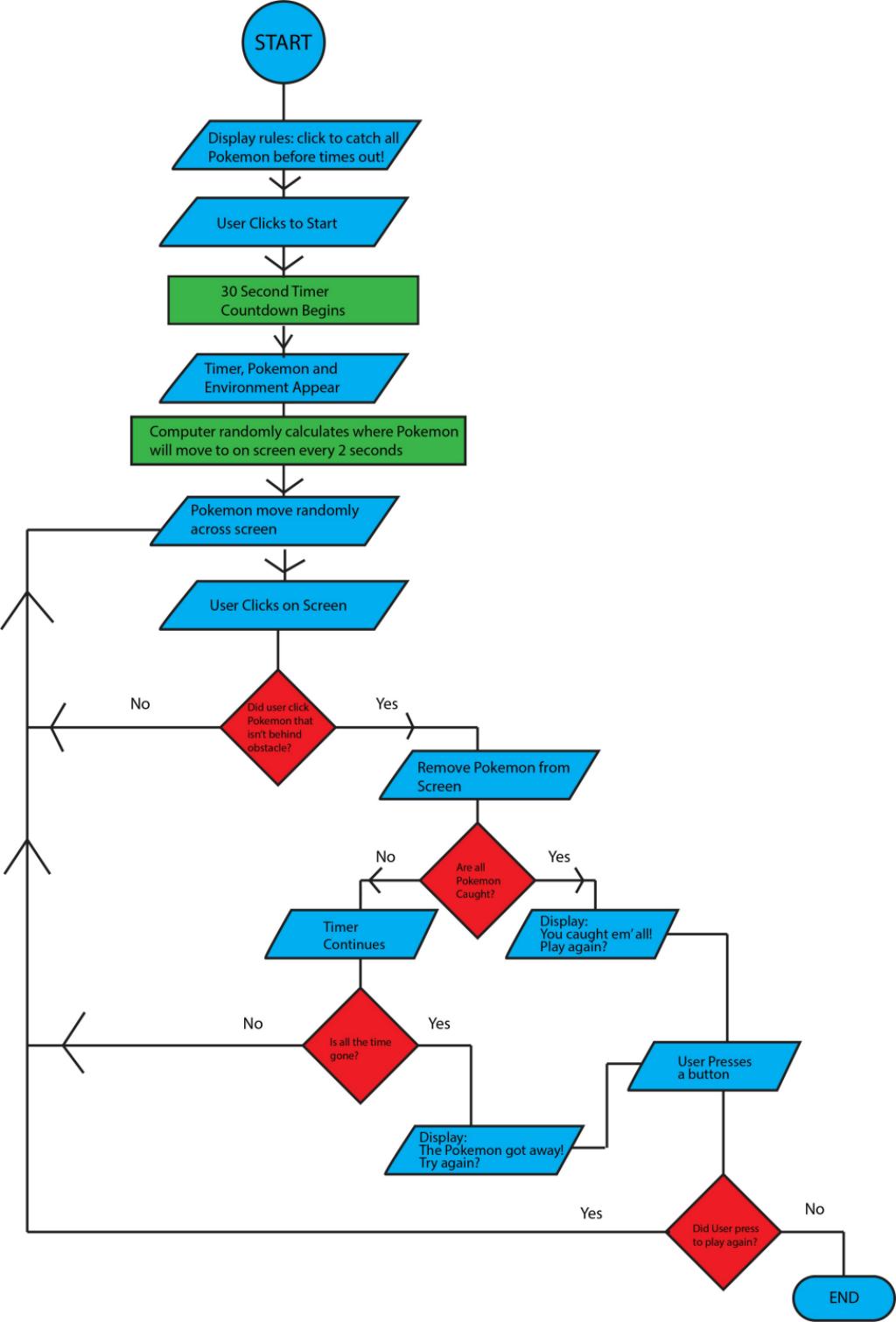
Current Favorite Mobile Games

- Pokemon Go!
- Fruit Ninja
- Candy Crush
- Learning Roblox



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<https://github.com/joshuadt/CatchEmAll>

