08

**Fall**



Pokemon: CS at Wellesley

//Created by Laura Zeng & Karina Chan

//User Manual

Our final project behaves very similarly to the traditional Pokemon game where the user is represented by a sprite and can move around the overworld and interact with its surroundings. We found this concept to be similar to how Buggles can move in BuggleWorld and how they can also interact with their surroundings (ex: picking up and dropping bagels), and have adapted Buggleworld to create Pokeworld. This will all be represented in a centralJPanel in our GUI.

The goal, instead of catching Pokemon, is to defeat the CS professors from Wellesley’s CS department and earn the diploma after beating them all. Winning against professors allows you to begin battling the next professor, and losing, in the spirit of representing the supportive resources we have at Wellesley, provides padthai “bagels” to pop up so you can restore your vitality and increase your attack. Once the user wins the diploma, the user will then have the choice to export the diploma for personal use.

The GUI prompts the user in the beginning for a name, which will be used to name the sprite character. In addition to this JPanel, we will also have several JButtons that function as the up, down, left, right, A, and B buttons in a Game Boy console. The user interacts with the program through these buttons. We will also have a JLabel that displays text that is relevant to the game (ex: it will indicate how the Pokemon battle is progressing, whether the user won or lost a battle, etc.).

//How to run the program:

1. Double-click Pokeworld.java
2. The home page should prompt you for your name.
3. Enter your name. This is your character’s name and the name that will be written on your diploma (if you earn it).
4. Click on the “Instructions” tab for a brief introduction to the game and how to play.
5. Click on the “Play” tab to begin.
6. At the end, you can check the directory for an HTML file that contains your diploma.
7. You can print this out and hang it on your wall. We are proud that you’ve graduated from the CS PokeWorld department.
8. Proceed to work on graduating from the actual Wellesley CS department.
9. Good luck, have fun!

//Works Cited

Cover Pikachu: <http://www.wordans.com.au/wvc-1366290580/wordansfiles/images/2013/4/18/187016/187016_340.jpg>

Sprites from: <http://www.spriters-resource.com/game_boy/pokerb/>

Creator sprites tweaked from the above using Microsoft Paint

Inspiration from Nintendo Pokemon games Yellow, Red, Blue

Adapted Pokeworld.java from Buggleworld.java

Adapted ProfessorTree.java from GenealogyTree.java

To CS230 professors and tutors for their time invested

in helping us make this project come alive:

Thank you! This semester has been a blast ☺