Project 3

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| Due Date: | 7/19/2021 |
| Assignment Type: | Group (normal class groups) |
| Assignment Title: | Project 3 – Pokémon Battle |
| Style: | Submit all before due date to Blackboard |
| External Sources: | You are allowed notes, books, and searches. |
| Description: | This project uses HTML, PHP, MariaDB, and JavaScript to create a new game named Pokémon Battle |
| Points | 80 + 50 for presentation |
| Starting Files | None required |

# Initial Project Design: Jeremy Dixon

Background

Your team project is to make a web-based game named Pokémon Battle. You will use the generation 1 Pokémon to design a game where the Pokémon battle each other for total supremacy. You have many tools at your disposal, and you must include html, CSS, JavaScript, PHP, and MariaDB. You can see a tentative rubric below. I haven’t used this rubric before, so I reserve the right to change it.

Assignment

The project is to make this web-based game using JavaScript, PHP, CSS, HTML, and MySQL. How you use each will be up to the team design, but at the very least, all Pokémon data must be stored in the database (you can use links to the images or store them in the database too).

As this is a group project, the separation of responsibilities is key. You will need to work together in order to get this done in time for the presentation on July 19th. It is recommended that each person play through the game several times to make sure that they understand the game. Through the second or third time through, try to log all the options. The implementation of your design is critical and can greatly affect your grade. Design the game together so that you don’t overlook anything! Please let me know early if a group member is not doing their work. If I haven’t heard anything by the due date, I will assume there were no issues.

While you have been provided with basic images of each of the Pokémon, I am looking for additional customized animations to enhance the game. While the two Pokémon will be 2d and facing each other, you can add backgrounds (different arenas), different ways to represent their life etc. Be creative. I know this might seem like a lot but I know you can do it!



Second departure “can” be the graphics. If you want to find sprite sheets for a bunch of Pokémon – I am sure they exist (there are a lot of fans!). Include whatever additional features you would like.

Third, and probably most importantly, work together! Choose the basic design and divvy up any responsibilities that you have identified.

Finally, the game created by your team needs to reflect the details and strategies that make the game fun.

Code Requirements

* Everything can be stored in objects.
* Be creative – adding features is fun but the game must be playable. The Pokémon should move (even if just a static image moving) and face each other during battle.
* Add base attacks and special attacks.
* The game should have graphics and audio. It should instruct the player what to do.
* You should probably have a team of Pokémon and you should probably be fighting a team of Pokémon.
* Training is up to you. You should have it.
* Catching Pokémon is up to you. You should have a mechanism to find a new Pokémon.
* Random also plays an important and significant role in this game. Make sure your team can fully identify where.
* Finally, nothing should be “pre-bundled” package except jQuery, JSON, or a web framework such as Django or Flask. This should be a custom creation. If there is a question, consult with your instructor.

Submitting your project

You should submit the following files:

* proj3.html (starting page, can link anywhere from there)
* proj3.css
* proj3.js or proj3.py

If there are additional files, such as a php files, databases, or graphics files, just include them.

The team should submit them in one zipped file on Blackboard.

**Grading Rubric**

**Game Objectives**

1 Once I figured out what I was supposed to do, it was trivial, like TicTacToe.

3 It’s fun. I’m not sure I’d play it longer than a half hour or so.

5 A day to learn, a lifetime to master. An all-around fun game.

**Integrated Content and Gameplay**

1 It’s like Go Fish with multiple choice questions stapled to the backs of the cards.

3 Pretty good. The educational aspects of gameplay seem a little tangential.

5 The content and game are ONE.

**Project Requirements**

1 It used some of the requirements but it isn’t a great implementation or design.

3 Pretty good. Almost all of the described requirements have been fulfilled.

5 It is a complete implementation based on the requirements.

**Help Features**

1 Out of context, text-heavy instructions and little in-game feedback.

3 The directions were heavy at the beginning but you could learn from just playing too.

5 I messed up a lot but it’s ok and each time I learned a little more (Freedom to Fail).

**Amount of Instruction**

1 Stop telling me what to do! OR I’m completely lost!

3 Sometimes there were too many or too little instructions. Usually it was just enough.

5 Like Navi in Zelda, there when I need it and tucked away when I don’t.

**Interface**

1 I’ve been clicking around for 5 minutes now and I can’t figure this thing out at all.

3 This is relatively painless to use. There are a few things I wish they’d done differently.

5 This is as easier to use than my iPad. Watch out Apple.

**Graphics and Audio**

1 This is worse than Christmas carols in April!

3 Not bad. I wanted to turn off the audio at some point.

5 Completes the experience.

**Narrative and Theme**

1 Uninspired and poorly executed.

3 Pretty cool story. It’s a little stretched how the content fits in.

5 Engaging and meaningful context. Player can try on new identities.