Final Project Proposal
Pokemon Shining Pearl

Our final project will be a Pokemon Roleplaying game. The user will be able to interact with characters, catch and collect pokemon, engage in battle, and follow a storyline.

Key Parts of the Game:

Characters:

- Skills from the RPG lab will be utilized like extend functionality and the inheritance tree.
- The pokemon type will have a defense, hp, attack, etc. multiplier that varies between types. These numbers will be multiplied by the pokemon's level to get the pokemon's actual hp, defense, and attack scores.
- The fire, grass, and water types will be prioritized while other types will be considered stretch.
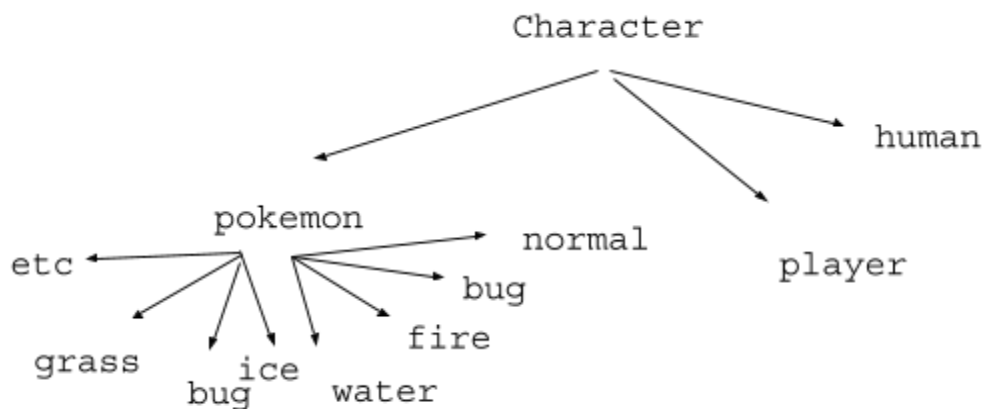
Interaction:

- Most interaction will be random unless they follow a storyline:
  - Encounters with non player human characters, pokemon, and random items to add to inventory.

- How these NPC behave when interacting with the user
- Skills from magpie will be use to custom responses of NPC to the imputed response of the user.
- Try-catch statements and scanner will be used.

Displaying Inventory:
- Information on the number of pokeballs, pokemon, and berries the player has will be collected through counters and displayed.
- Users will input information about themselves to be used in the game through scanner.

Battling:
- The attacks of pokemon will be based on the type and individual pokemon abilities which will utilize the inheritance tree.
- The attacks of the opposing pokemon will be randomized.
- Success of running away, catching pokemon, etc will be randomized.

Stretch:
- After the most basic functionality is coded in, we will expand the game to include more pokemon types, pokemon, attacks, and a larger storyline.