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CMSC 150

Final Project Proposal

For my project, I intend to make an interactive Pokémon game where the user will get to choose a Pokémon and battle a gym leader. If I have enough time, then I will attempt to make multiple gym battles using the template from a gym class. However, there will be at a minimum one battle. I intend to use the Random and Scanner classes to take in user input and make attack damages random, and I will also be implementing for/while loops with if/else statements. Overall, I hope the game will be able to provide an interactive experience that changes each time it is played, so that there is no guarantee the user will win. However, my biggest uncertainty is how I will implement the use of objects from classes in the primary class the game runs through. The ideas of instance variables and mutable versus immutable objects from the classes we create are still difficult for me, but I am determined to figure them out through this game.