

# LazyMon

Our game “LazyMon” was designed to follow as closely as possible (in the given time) the original Pokémon Ruby and Sapphire game concerning its functionalities. Sadly, there was not enough time to develop a deep storyline or a complex game loop. Therefore, we focused on implementing a small story arc and tried to make the game as coherent as possible.

In addition to the starting town, there is another area, route 102, where the player can fight and capture wild Pokémon to extend their collection.

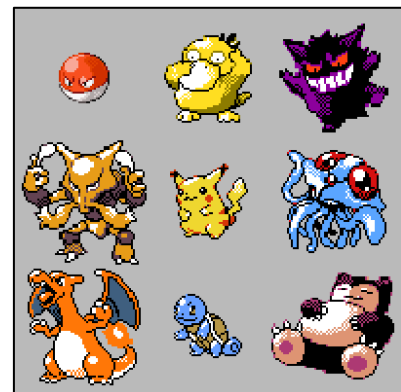
There is also a small side quest, involving the player helping the shop assistant with finding her lost Pokémon, which should inspire the player to explore the areas more. The originally proposed main quest, involving the fight between the player and Garry has been slightly extended to incorporate more dialog.



## Extensions

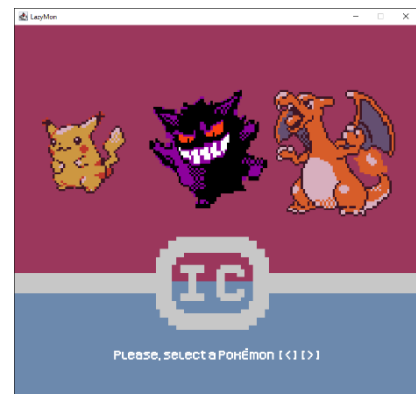
We added various tiny extras for players to discover and enjoy.

- 9 more Pokémon to fight and use:
  - Voltball
  - Enton
  - Gengar
  - Kadabra
  - Pikachu
  - Tentacruel
  - Charizard
  - Squirtle
  - Snorlax



The sprites for these Pokémon have been taken from [Bulbapedia](https://bulbapedia.bulbagarden.net/).

- 6 new special attacks for certain Pokémon:
  - Shock for Pikachu  
Deals strong damage but leaves Pikachu tired, thus unable to fight for the next round.
  - Fire for Charizard  
Sets the target on fire, causing it to take damage on every following turn.
  - Sleep for Snorlax  
Snorlax doesn't attack but instead regenerates some health points.
  - Confuse for psychic types (Enton, Tentacruel, Kadabra)  
Deals relatively low damage but has a chance to stun the enemy Pokémon for the following turn.
  - Shadow punch for Gengar  
Can inflict heavy damage if the enemy Pokémon is low enough, but if that is not the case, the damage is lower than the normal attack.
  - Vine whip for Bulbasaur  
This move deals additional 50% of the normal damage on 3-5 future moves
- There are some more interactions between characters, mainly with the goal of guiding and helping the player. For example, every character will tell the player to pick up the Pokéball they receive from Professor Oak, if they don't do it immediately.
- The Pokémon selection screen graphics have been augmented by a custom-made background:



- Fights are more developed:
  - The opponent might escape when its health gets too low.
  - There are small pauses in-between the rounds to display a short message and improve the “immersion”.

- The new area “route 102” can be accessed by walking to the right of the town between the trees. It contains no buildings or characters but a lot of tall grass, where random Pokémon can appear and provoke a fight. A new Pokémon fight will start at the earliest 7 seconds after the last one has ended, but even then only in 1 of 15 cases.

The sprite for this area has been taken from [Bulbapedia](#) as well. The behavior map has been drawn by hand.

- The main town map has also been slightly modified, such as the text on some signs and on some buildings, to better fit the original game.

