**What is the system definition?**

We are creating a text game implemented similarly to the 1970s hit Zork. There will be no graphics but it will be a fully functioning game. The plot of the game will be based on the Pokemon universe. It will be called Pokemon Orange and Blue.

**Why is the system important?**

This system is important because it researches into the possibilities of text analysis. It also is a new way to experience the recently revived interest in Pokemon through imagination and not just visual stimulus.

**What should be the inputs?**

The input will be the text the user inputs to control the game/game character. Example inputs would be “go north,” “go south,” “run” from Pokemon, ect.

**What should be the outputs?**

The output would be a description of what happened and a prompt on what to do next.

**What are the flow/logic required for the proposed system?**

The system will start in the creation phase where the user creates a character and such. Then the player moves into the explore phase where they must find and beat a series of gyms to be able to progress. Then once that is complete, we may include some sort of end game challenge. When they have beaten that, the game would end.

**How many modules are required?**

There will be 3 main modules: the Game Engine Class, the Explore Class, and the Battle Class

**What are the classes and methods for each module/component?**

Game Engine Class will hold the main and use Explore.

Explore will create Battle situations and Towns, which will be a small class.

Battle will include the subclasses battle trainer and battle wild Pokemon

**What are the shared classes/methods across all modules?**

The Pokemon class, which defines a Pokemon object

The Character class, which defines characters.

**What is the best way to divide the coding tasks?**

Lincoln and Kelsy will work on creating Pokemon objects, and Character Objects

Mathew, JT, and I will work on the Game Engine, Explore, and Town

JP and Marco will work on the Battle Trainer and other Battles

**Your own planned deadlines to carry out the implementation/testing on each module:**

In 2 weeks, we must have at least 5 Pokemon and Character objects defined to be able to test, and basic function implemented in every class.

Here is a basic UML document:

(Note: this is only a rough document and does not fallow any normal conventions. This is just to better visualize the system.)

