Team 3
Andres Martin, Matt Mahan, and Matt Rundle
Advanced Database Projects, Spring 2015

Final Project Description

Abstract

Our project will consist of a game, loosely modeled on the popular Pokemon series, that uses animals from the animal kingdom in lieu of fantasy creatures. The structure of the animal kingdom (phyla, sub-phyla, and finally class) naturally lends itself to representation in a database, as each "level" has attributes that flow down to the others. We will also use tables in the database to store attributes for particular phylas and classes that will be integrated into the strategy of the game. Additional tables will need to be created for attack moves and other battle components.

Our final vision for this game is to have it hosted on a website in which users may create and build a unique team of animals to battle with. The user will be able to challenge his friends or a AI to battle with. If the user is satisfied with his team he will be able to save his specific team to the database. More advanced features that we will possibly implement (time allowing) include environments and simple sprite animations, much like the original Pokemon games.