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CS 3110

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MS2: Progress Report

**Vision:** Our vision for the game is a simplified text-based Pokemon game in which you are able to move town to town, catching Pokemon and fighting trainers and gym leaders along the way. This idea hasn’t evolved much from the previous sprint. We have implemented the features we planned to all along, and we have not strayed at all from our original vision.

**Summary of progress:**We accomplished a lot in this sprint. First, we combined the battle and movement functionalities of the previous sprint. We added routes between towns with battles against wild Pokemon and trainers. The wild Pokemon can be caught and added to your party. We also added items, such as potions and pokeballs that can be used in battle. We streamlined the battle system, with cleaner printing and easier commands. In battle you are now able to switch to another Pokemon in your party or run away from a wild Pokemon. After a battle, the Pokemon now gain experience and level up, which increases their stats appropriately. The towns now contain pokecenters, in which you can heal your Pokemon, and gyms, in which you can challenge the gym leader. We also added quite a few more Pokemon + moves.

**Activity breakdown:**We worked together on all of the project this sprint. We have met several times and implemented the features together, so it is impossible to give a detailed list of individual responsibilities and activities. We used LiveShare to simultaneously work on the project whenever we met.

**Productivity Analysis:**  As a team, we were very productive this sprint. At first, we thought the goals we set were unrealistic as A6 took up the whole first week of the sprint. However, we worked quickly and we were able to get everything we wanted to done. Every time we met, we got straight to work, and although we occasionally got stuck on a bug, bugs didn’t sap nearly as much of our time as they did in the first sprint. Because we had the bases for the battle and movement states from the first sprint, most of this sprint involved combining the states and adding features to them, which we were able to accomplish relatively smoothly. We completed all of satisfactory, good, and excellent scope, and more (see below). Thus, the goals we set for ourselves were reasonable, as we finished completing all of them the night before the demo.

**Scope grade:**  **Excellent.** We covered everything that we wanted to cover in our proposal and more. We implemented integrating the overworld and battles, using different Pokemon, catching wilds, running from battles, battling trainers, swapping party during battle, adding gyms and towns, as specified in our proposal. We also added using items (healing and Pokeballs) and overhauled the UI/formatting in battle with printout, view, etc. We also did a lot more optimization than originally intended, and even added everything related to our bag (which was left out of the original sprint goals) as well as the ability to create pokemon at different levels. We accomplished our goals and got to a point that we were happy with. This is why we believe we deserve an excellent scope grade.

**Goals for the next sprint:**

Satisfactory: For the next sprint, we plan to implement evolutions and learning new moves. We will also add badges gained after defeating gyms, and require the player to have the current town’s badge (except for starter town) before taking the route to the next town. In the starter town, we will also allow the player to pick their starter Pokemon, and make sure they cannot take a route without first getting their starter.

Good: We plan to add more options for actions to do in between battles on a route, such as use potions and switch Pokemon party order. We will also add an actual PC box in which extra caught Pokemon are sent (instead of currently just have them sent into the ether). Also, buying items will be an option at the PokeCenter (so we will have to implement the player’s money).

Excellent: At this point, the game will be in a finished state, and the rest of the additions will be optimizations/extra features. These will include giving trainers phrases, adding buffs/debuff status effects (allowing for extra moves to exist), incorporate speed into who attacks first, accuracy of moves, pp of moves, and adding as many Pokemon as we want/can.