

GitForcePush -- Puneet Johal, Ricky Lin, Kathleen Wong  
APCS2 pd2  
Final Project Proposal  
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## Pokemon

### Objectives:

- To explore different environments to catch new Pokemon
- To train your Pokemon and become gym leader
- To catch em all

### We plan to make use of:

- Superclasses and subclasses for different kinds of Pokemon and their evolutions
- Processing to develop graphics
- Tree data structure for evolution trees
- ArrayLists to store stats and other List-type data, such as the Pokedex

### At minimum our goal is to:

- Have at least four different environments for the player to explore and at least one evolution chain of Pokemon that can be found in each
- Have a hospital where the player can heal their Pokemon and a gym where they can battle their Pokemon
- Make use of graphics to show an actual player moving across the screen and into different environments

### Extras:

- Fully fleshed out battles with Pokemon encountered in the wild and in gyms, where you can chose attacks and powerups
- Menus for the Pokedex, hospital, and gym
- More pokemon and more environments
- A storyline
- Increased chances to encounter and catch certain Pokemon in the wild the better you have trained your Pokemon
- Game ends when you catch em all

### Backup ideas for our backup idea:

- Rebuild game - trying to take back land from zombies and expanding your survivor camp by allocated resources to different tasks
- Tower defense style game - like bloons