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## Project 1 Writeup

This Pokemon typings tutorial is aimed at the audience of new players of the Pokemon game franchise that are unfamiliar with the type-pairings. The world of Pokemon is so vast, and there are so many intricate type pairings that players would not get right away, and this tutorial is made for those players. This interaction would take place at home, being accessed via the internet. By going through the tutorial, players will be able to visually see how each unique type links with other types, and by learning this information, they'll be able to effectively use types to their advantage in-battle.

The project itself is a state machine created in p5.js. There are a total of 12 states that include the 11 Pokemon typings, as well as the splash instructions screen. The user is able to move between states by pressing on the corresponding key next to each type, which is controlled by a keyTyped function. Each state has a unique group of if-statements that only allow specific keyboard input interactions, as each type is only linked with specific type pairings. The assets for each type state are loaded in an array of images, which are then called in their specific draw functions.

I chose the aesthetic approach most similar to the style of Pokemon in this project to emulate an authentic Pokemon experience. For instance, I decided to go with a pixel-art background style to replicate the vintage "Pokemon" feel, while choosing to keep the Pokemon sprites in a clear HD format for best viewing pleasure. I also decided to make each type button as similar to the colors and fonts used in the official Pokemon games to keep the theme of an authentic Pokemon experience. Of course, putting the entire experience on the screen of a Nintendo Switch was my final aesthetic decision that really takes the user into the mindset of playing the game, which was what I hoped to emulate with this Project.