# Program Overview/ Introduction:

PokéDodge is a Pokemon themed “dodge the ball” type of game that is optimized for one or two players. The objective of PokéDodge is to survive for the set amount of time (varies depending on which game mode is selected) while dodging the incoming Pokéballs. You are playing as a Pokémon that is controlled by either your mouse or your keyboard (optional). The Pokéballs are able to bounce off of the boundaries of the screen and will continue to spawn until there are 10 Pokéballs on the screen. The tenth Pokéball will be a Masterball, in other words the “boss”. The MasterBall has the ability to continuously track down your Pokémon until you die. If your Pokémon comes into contact with either the Pokéballs or the MasterBall, you will lose health (starting at 100 and decreasing depending on how long you are in contact with the balls for). You win the game when you are able to survive for the set amount of time and you lose the game once your Pokémon’s health hits 0.

# Disclaimer - List of Known Bugs:

* The health indicator sometimes does not flash red when hit
* The hit test does not always work
* The hit test of the Pokéballs is in a square shape instead of a circle (not perfect circle-circle collision), however this is not a big deal.
* If you are using the keyboard and you move diagonally into a corner, you will move off the screen if you are still holding the keys down

# Notes to Future Programmers:

* Have a good understanding of physics before you attempt to create the elastic collision effect (balls bouncing off of each other)
* Focus on the hard code of the game and add in aesthetics **AFTER**
* Don’t be afraid to ask for help