PROGRAMMING PROJECT INITIAL SPECIFICATIONS

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PROBLEM:

Dodge the Pokeballs, if you survive for 200 seconds, you win. A Pokeball will be added every 20 seconds for a maximum of 10 Pokeballs.

DESCRIPTION OF USER FRONT END FOR DATA ENTRY:

The player will control a Pokemon with their mouse to dodge the Pokeballs.

DESCRIPTION OF PROGRAM OUTPUT:

There will be a timer to show how long you have survived, and also to keep track of when the next ball will come

Pokeballs are created every 20 seconds. They will fade in to warn the player of the location of the ball. The balls will bounce off the boundaries and each other.

The final Pokeball will be the “boss”. It will follow the Pokemon instead of bouncing

You lose the game when your Pokemon comes in contact with a Pokeball

You win the game when you survive 200 seconds.

There will be different options for Pokemon, and a “Survival Mode” where there will be only regular Pokeballs spawning at 15 second intervals. The goal is to survive as long as possible.

**Release Schedule (the second half of Specs Sheet)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| **Release Name** | **New incremental features of this release** |
| **1.0**  **(Pallet Town)** | **Design Menu Screen and sprites** |
| **1.1**  **(Pewter City)** | **Design Instruction screen** |
| **1.2**  **(Cerulean City)** | **Create instruction animation** |
| **1.3**  **(Vermilion City)** | **Create an options screen** |
| **1.4**  **(Celadon City)** | **Get balls to spawn with timers** |
| **1.5**  **(Fuchsia City)** | **Get balls to move after they spawn** |
| **1.6**  **(Saffron City)** | **Make balls bounce off boundaries** |
| **1.7**  **(Cinnabar City)** | **Create “Masterball” which is the “boss”** |
| **1.8**  **(Viridian City)** | **Create losing conditions and screen** |
| **1.9**  **(Victory Road)** | **Create winning conditions and screen** |
| **2.0**  **(Indigo League)** | **Add “Survival Mode”** |
| **2.1**  **(**Pokemopolis) | **\*Make balls bounce off each other\*** |
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