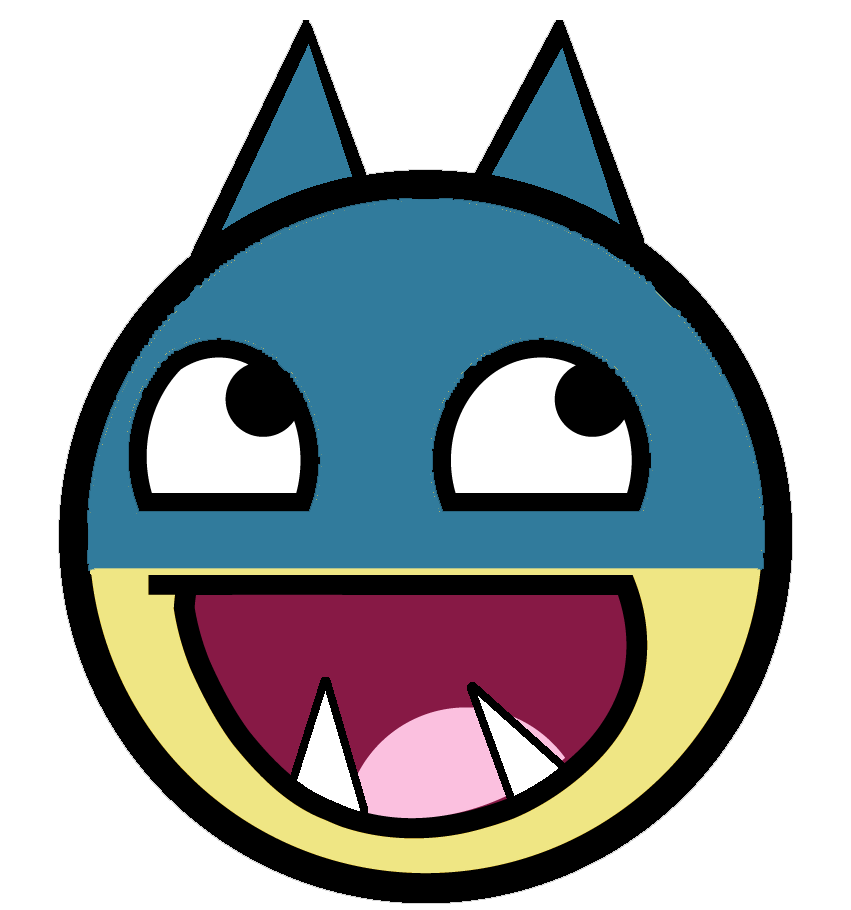
***Pokenom***

 Tabetai食べたい Inc.

POKEMON BUT IT’S NOT POKEMON

ABSTRACT

Pokenom is designed to be a cute, simple rpg game that pairs together simple gameplay with a rpg battling style, by integrating the ideas of a simple collection game, and a RPG. Through continual eating and battling, the little munchlax will slowly grow and become a Snorlax. The final goal within the game is to evolve and beat the final boss.

GAMEPLAY

The player starts the game as a Munchlax, walking around in a map. The map is composed of several screens, each unique in its objects, food, and enemies. The player will walk across the screens and collect food that random spawned in the screens. Each food that was consumed gives the munchlax 10 energy. Once the munchlax as a certain amount of energy, it can fight one of the many enemies that are also available in the screens. If the munchlax wins, it gains experience. After a certain amount of experience, the Munchlax can learn new moves, etc. There were will be random events interspersed within the gameplay, such as special fruits, a shop that appears, etc. Once evolved, the Snorlax can continue the journey, and go on the fight the final boss in the game, LitFulk. The catch, is that if you die in any battle against an enemy, you must restart the game.

TERMS

Food(Fruit)- The source of energy for the Munchlax. By consuming food, the Munchlax gains energy, which can be used for battles. Special Fruits can be consumed for a special effect that lasts a set amount of time.

Energy- After a certain amount of food, the Munchlax can battle. The energy bar increases for each food eaten

Moves- The different attacks that the Munchlax can do

Experience- Tracked in the same way as most RPGs, with you getting a bit after every battle. Enemies give the same number of experience, but the bar gets larger and larger after every level.

Evolution- Munchlax→ Snorlax

Shop- will contain fruits, moves, maybe even special fruits that can be purchased with energy.

BreadFulk- The Final Boss. (Not much is known about this elusive creature, appearing only when a suitable battle appears)

CHALLENGES

Creating the Map, with all the interactable Objects- Interactions may be slightly difficult.

Creating the RPG aspect- the battling, with actions to be taken, and the how each “turn” will take place

Movement and player controlled aspects

Creating the AI that will control enemies(but that ok,we can just use a simple algorithm for choosing moves)

Major Tasks and Schedule

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | MON. | TUES. | WED. | THURS. | FRI. | SAT. | SUN. |
| 5/1 | Begin the coding process. | Player, enemy, food, etc classes. | N/A. | Continue coding process | Finish basic character, classes for objects | -code as needed- | -code as needed- |
| 5/8 | Begin the Mapping GUI. | Continue creating a suitable map | N/A | The mapping is difficult… continued doing maps | Created a map using GreenFoot | -code as needed-  MAP | -code as needed-  Still map. |
| 5/15 | Mapping cont. Begin the Battle Classes. | Begin creating images and other needed components | N/A | Continue coding maps and battle classes | Finished battle classes. | -code as needed-  Debug and implement. | -code as needed- |
| 5/22 | Implement battles and other components in the map. | Begin junit | N/A | CODE please. | Final debugging | FINISH hopefully. | Create Presentation for the class. |