LJ Benson, Brady Simmelink, Vince Porporato

4/26/2016

Computer Science

Pokémon Proposal

Our idea for our project is to make a simplified Pokémon game. Basically you start the game how you would start any other Pokémon game where you choose your starting companion. We were thinking that we will use the original 3 types of Pokémon but that could change throughout the making of the game. How we will do this is we will make a class of Pokémon and a class of type. The class of Pokémon will have the character’s name and type. The functions of the Pokémon include fighting, healing, leveling up, etc. Then we will have a class type depending on the element of the Pokémon (Water: high special attack low special defense, fire: high physical attack low physical defense, grass: high defense, low attack, etc.). Also we will have a class called You that will include how much money you have, how many gym badges you have, etc. On top of that we will have another class that will be named trainer and gym leader. Trainers will have Pokémon to fight the Pokémon that you have collected. Gym leaders will be just like trainers except they will be a little bit tougher to defeat and will only get tougher once the game progresses. Once you defeat all 8 gym leaders, the game will end.

You will start the game with a total of 5 poké-balls, an arbitrary amount of money (probably 50 bucs… s’go bucs). As you go through the game and defeat trainers and gym leaders, you will gain cash to buy more poké-balls and healing items for your Pokémon. In order to catch more Pokémon you must have poke-balls. Unlike the original game, the amount of Pokémon that you can carry can be unlimited. We will hold the Pokémon that you capture in a vector called Pokémon.

As you proceed throughout your conquest to catch ‘em all, you must choose how you get to each part of the game. When traveling you will have different options to choose from. Right now we are thinking you just have two options. Either take the easy way (don’t walk through the tall grass) or the hard way (walk through the tall grass). When you take the easy way, most likely you will face a trainer and when you take the more difficult way you will face a random Pokémon and will have a chance to capture it. After a certain amount of sequences choosing to take the easy or the hard way, you then have a choice to keep going with the sequences to level up you Pokémon more, go to the store, to face the gym leaders.

In the fighting sequence, the opposing Pokémon will use its moves in random unless its health is below a certain level, then it will play more defensive. Your Pokémon will have 4 moves to choose from and use, each with a certain ability (tackle: cause a normal amount of physical damage; flamethrower: cause special attack damage with a chance to cause lingering burn; heal: your Pokémon takes a turn to heal itself; etc.). We will use a file to keep track of the battle sequence. Once the sequence is concluded, either your Pokémon will be defeated and you will start over in the travel sequence, or you will win and your Pokémon will gain experience and a chance to level up, increasing its base stats and power.

We will keep thinking of ideas when going through the game but this is what we have come up with for the first little bit.