

PokéDex

Functional Specification
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OVERVIEW

'PokéDex' is a memory game in which the players attempt to match cards that have the same pokémon on them within the number of given tries.

This specification is not complete. This paper and game design will be revised several times. Look and feel will be developed over time with testing from peers.

SCENARIOS

Scenario1: Ash

Ash wants to match 'em all! He spends all his spare time studying, drawing, playing, and spending time with Pokémon. He is also very competitive, with his greatest competition being a neighbor boy named Gary.

Wanting to perfect and hone his Pokémon recognition skills, he plays this game on a daily basis to get the top score (match them all with no mistakes) and beat Gary's score as well. He wants to be the very best!

Scenario2: Misty

Misty is the youngest of four sisters. She and her sisters run the Cerulean city Gym which specializes in water Pokémon. Her sisters always pick on her and tell her that she will never amount to anything. She wants to prove them wrong.

One day she leaves town on her own mission to become the greatest water Pokémon trainer in the world! She knows that there are a lot more out there than just what her sisters have shown her, so she plays the game in order to expand her knowledge of water Pokémon.

Scenario3: Jessie

Jessie is a member of the evil gang Team Rocket! Their goal is to take control and enslave all the Pokémon in the world so that they can achieve world domination (dun dun dunnnnnn)! But most of all, they capture rare/legendary Pokémon from throughout the world and force them to do their bidding.

In order to learn more about rare and legendary Pokémon, Jessie uses the game to teach herself; everything from their location, to their powers, to their weaknesses.

NONGOALS

This game does NOT support the following features:

- ◆ No Pokémon beyond Generation I
- ◆ Not actually catching Pokémon
- ◆ Does not reveal personality types of Pokémon
- ◆ Does not include Gym Battles

POKÉDEX FLOWCHART

Welcome Screen > Rules > Start Game > End Game > Scoreboard

SCREEN BY SCREEN SPECIFICATION

1) Welcome Screen

Short message welcoming the player to the game and giving them the option to:

Read The Rules

Start The Game

Look at the Scoreboard

2) Rules

A player has as many turns as they want as long as they don't run out of tries.

There is a maximum of 20 tries. (Number of tries = Score)

If there are still cards on the board:

A player must pick two cards (per turn) by clicking on the card(s)

A winning match is when the two cards are identical.

Current number of tries remains the same.

The two cards that were picked disappear from the board.

A losing match is when the two cards that are not identical.

Number of tries increases by 1.

If number of tries is 20, end game. Player loses.

The two cards that were picked flip back over.

When there are no more cards and the number of tries is not at max:

Game ends

Player wins

Score is added to Scoreboard

3) Start Game

4x4 board is printed. 16 total cards of the same color

When player clicks card it will flip over

Game will be played as rules have stated

Cards will disappear if there was a match

4) End Game

Short Message bidding player goodbye and asking them to play again soon!

5) Scoreboards

Top Ten Scores are posted next to the players name/alias