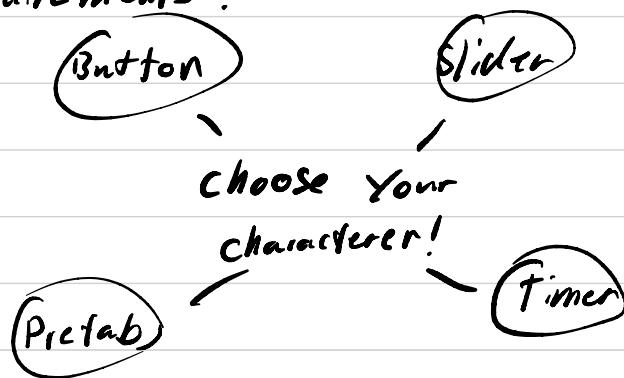


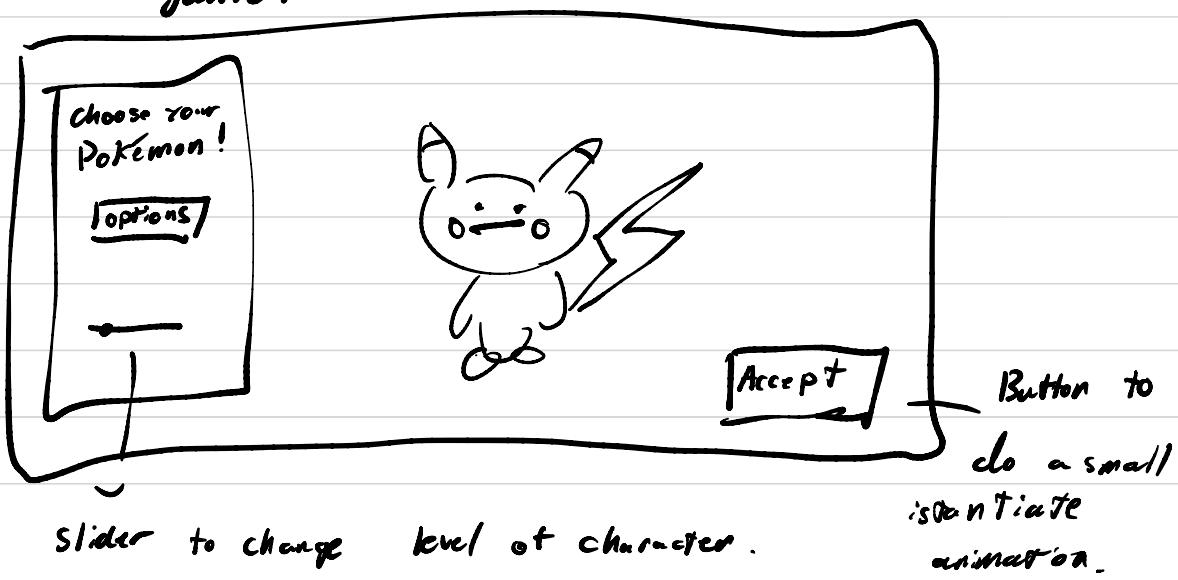
Explorable toy planning

Idea :

Requirements :



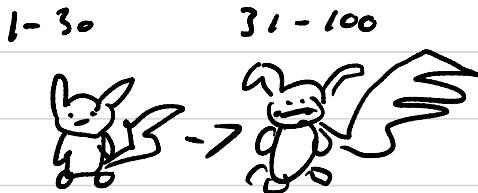
My idea is a explorable toy which has a pokémon selection page like a game.



Fun idea!

due to having a level slider,
I wish to incorporate evolutions of the
Pokemon. This will require a script to
detect level and swap sprites when between
levels.

Example.



Script for detecting levels.

Create a conditional / statement
using set component from the slider

if level between 1 and 15
display level 1
16 - 35 display level 2.

Pseudo Code

level checker for evolution:

if level between 1 and 15
display first evolution.

if level between 16 and 35
display second evolution

if level between 36 and 100
display third evolution.

Drop down menu:

option 1: Grass Starter.

option 2: Fire Starter.

option 3: Water Starter.

Animation / Sound:

if button is pressed
turn on boolean for animation /
sound.

if boolean is true, start
animation.

create timer.

if timer past 3 seconds
stop animation.

-> set boolean to
false.

Change character model on screen:

map Sprites to
each button for the
options as stated.

If option is chosen then
sprite changes, on screen.

Animation prefabs:

Transform components with
animation curves

Sprite renderer component

Script for the small movement
of the move.

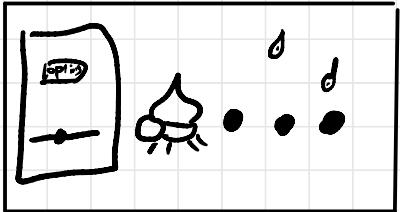
Animation script

math. lerp between y values
to create bobbing motion
speed

animation curve initialization.

Timer to check and destroy
after 5 seconds.

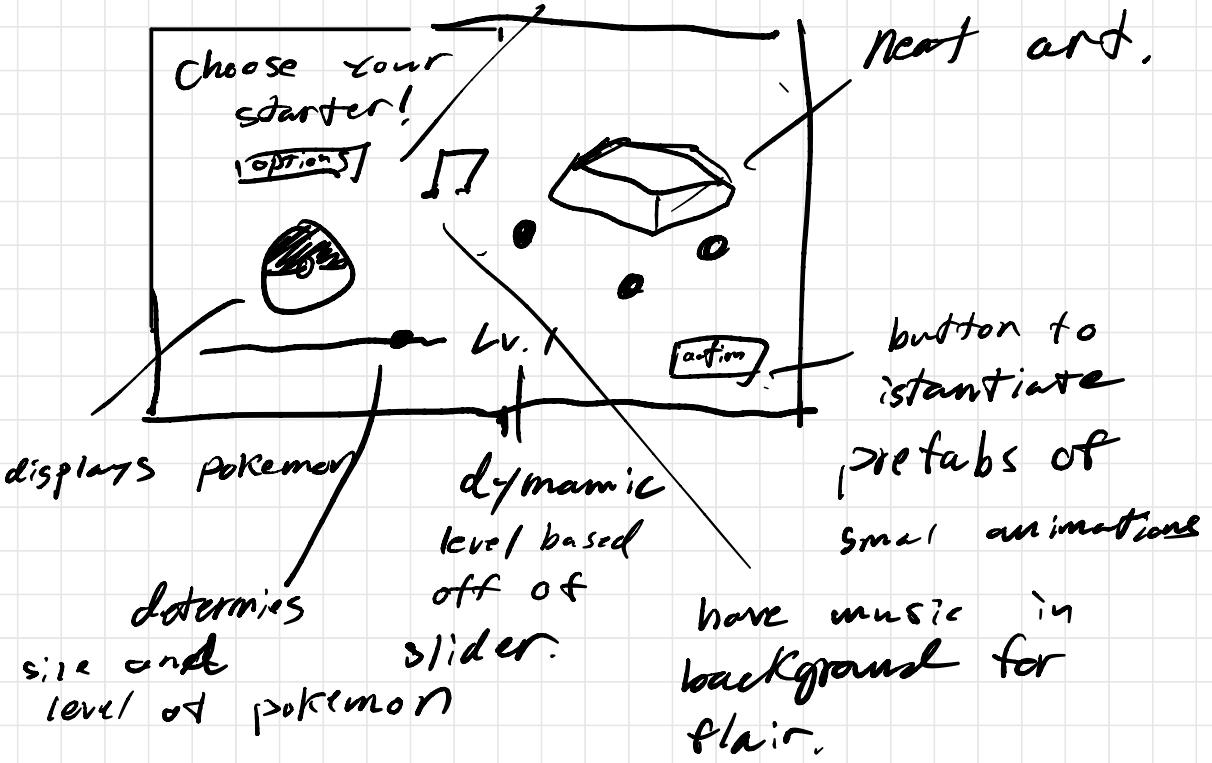
Technical Drawing



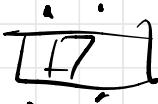
- change pokémon based off of option
- spawn more prefabs.
- despawn after 3 seconds.

UI

Drop down: Select Pokémon.

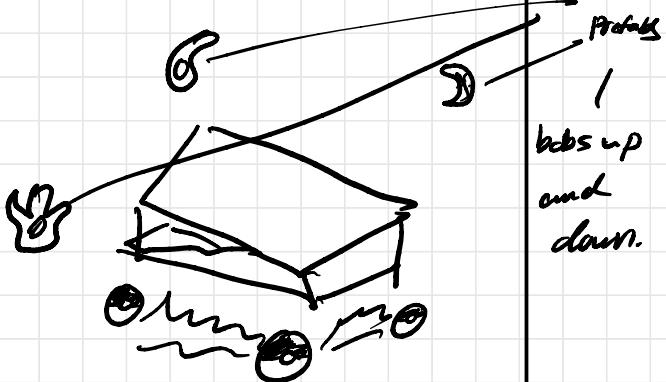


anchors: set scale to 0.01 for x and y
anchor at center



choose your
starter!

options



Slider which changes

Scale of pokemom and pokeball

and dynamic Lv.

dynamic level

action

action button which spawns
prefab