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Competitive Analysis

Basically, there are no big remakes to the game since the game was made originally for a GameBoy and was made a long time ago. It is unique as many thought it was a great game by itself. However, because of its age its capabilities were limited for things like multiplayer. This is one feature I plan to implement in my version of the game. The multiplayer they had in their game required you to connect to another GameBoy and just battle, as opposed to my idea of being able to free roam with other players and challenge them over a network connection. However, this part of the game will be very difficult to implement so I will have to sacrifice other features of the game, which I will go over now. First is capturing Pokemon; this would disrupt the rule of having 3 Pokemon to battle with. Another feature I am leaving out is ability enhancement pickups. These are things like health packs and stamina packs which I am choosing not to include to make the playing field fair. This also rules out the various n.p.c.s in the playing area. Lastly, features I will sacrifice for the sake of the multiplayer is an actual Pokemon world the size of the game, because it is enormous, and the campaign, otherwise known as the story to the game. I will make the game map very small so it is easy to find other players to challenge. I will also leave in the feature of having other n.p.c.s to challenge so that one may level up their Pokemon without having to face an actual opponent. I also might add hidden parts of the map that one may access in order to obtain a legendary Pokemon. These are the features I plan to not include and include.