

Zachary Francis

Project Proposal

My project proposal is fairly simple compared to most. I will be recreating the game “Pokemon” in my own creative way with the main feature being multiplayer sockets. Essentially, you start out as a Pokemon Trainer and are able to select 3 of many Pokemon. These will be your Pokemon forever. You are put into an environment with other players and can either challenge other trainers or try to fight wild Pokemon. Fighting wild pokemon will be much more simple than the multiplayer aspect. I will create a random amount of plant objects on the screen and if you walk through the plant, there will be a chance that a wild Pokemon will appear and you will have to battle it. The battle stage is more complicated. A random person will be chosen to start attacking. After the attack, it switches to the other player, and the opponent with no Pokemon remaining to fight, loses. In this case if the wild pokemon dies, then the battle is over. The winner will receive Pokemon XP which may be used to increase a Pokemon’s stats, unless the winner is the wild Pokemon. For the multiplayer phase, a person may walk up to another person and the person may challenge them. This will initiate a window for the other player to accept or deny the challenge. If denied, nothing will occur, but if accepted both persons will enter the battle phase as explained above. All this will be done using multiplayer sockets.