

Project Description:

Title: Pokemon in 112

This will be a replication of the basic combat and battling system in Pokemon. The player will be able to control a character, walk around and encounter pokemon in the wild to fight, and catch.

Similar Projects:

I have seen in the term project gallery that there are many versions of pokemon made in 112. I would have a combat system very similar to the pokemon112 demo in the term projects and the environment that I would add on should be similar to it as well. I would hope to add more wild pokemon encounters, more than 1 trainer and add a catching system and an alternative way to catch pokemon through talking with them. I hope to have more trainer battles and maybe add in items if possible. Most of the pokemon games made have the AI built in for the turn based combat and typically allow you to switch out your own pokemon and have the enemy AI switch out their own pokemon as well. A lot of these projects also seem to have maze generated terrains but I would like to focus more on the combat and AI system but I would still want the ability to move your character. I would use similar sprites found from previous pokemon games.

Structural Plan:

Pokemon Class - Contains all the pokemon that you own their hp and stats

Moves subclass - contains the moves that the pokemon hold

Player class - contains the player x,y and movement

AI class - class containing what the AI would do

Functions:

Attack()
Switch()
Catch()
walk()
endTurn()

Algorithmic plan:

The hardest part of my project revolves around the turn based combat and the AI controlling the combat. I will look at mini lectures around AI and be able to hopefully implement the AI after watching those lectures. I hope to have a variable in app started that alternates between the turns of the AI and the player making it so that the AI would choose the move that does the most damage by looping over the damage from the 4 moves and seeing which one would do the most damage.

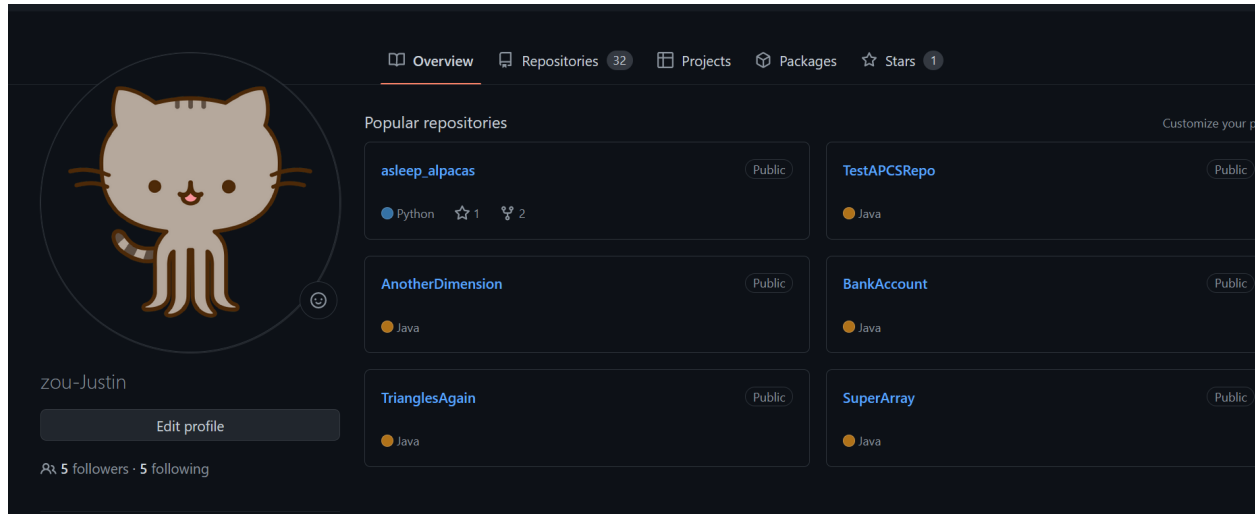
Timeline Project:

- Move character and encounter pokemon by TP 1
- Fight pokemon with opposing AI and capture them by TP 2

- Generate Terrain and add in any extra features such as items or extra modules by TP3

Version Control:

Github Repository



Module List:

No outside Modules as of now

TP1 Updates:

I think I will focus on catching and finding many varieties of pokemon and I realize that I would want animations on every sprite and have the background move with the player. I also have to generate some terrain as the player moves but none of my core mechanics are being changed. I have a bit of trouble trying to conceptualize how exactly my pokemon move attacks are going to work but besides that I am going to focus on the AI.

TP2 Updates:

I realized that my AI portion is going to be to simply find the most amount of damage within 2 moves and to do the most damage before dying. It will also check for speed differences and if that matters to do the best possible moves at all times.

TP3 Updates:

I have one trainer, a player that sidescrolls through different terrains and catch pokemon and a battle system