

This design doc will discuss:

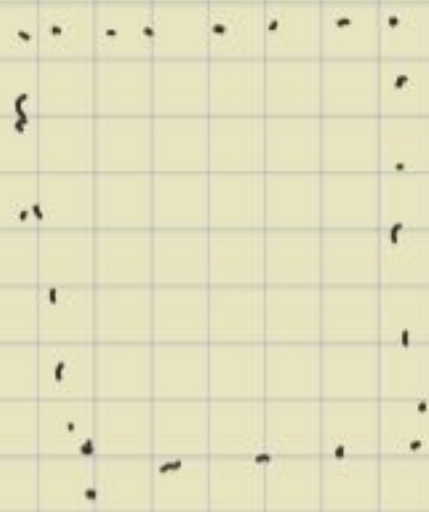
- Visual Pokemon Representation
- UI
- Environment
- Controls
- Pokemon Design

see fighter designs
doc



Visual Pokemon Representation

• Fundamentally, pokémon will be represented by a hitbox:



• These boxes will deal with collisions of collisions dealing/receiving damage

• Inside the box, they will be represented by

either:

- Freely licensed models or
- Conglomerates of Unity shapes or
- Sprites.

} by order of preference

The plan is to figure this out this upcoming week.

UI can be broken down into:

- Start Screen
- Game Setup
- In-Game
- Pause
- Victory Screen

The next few pages will be
mock-ups of these screens
(respectively)

P

O

Real

Time

Battle!

U

K

E

M

O

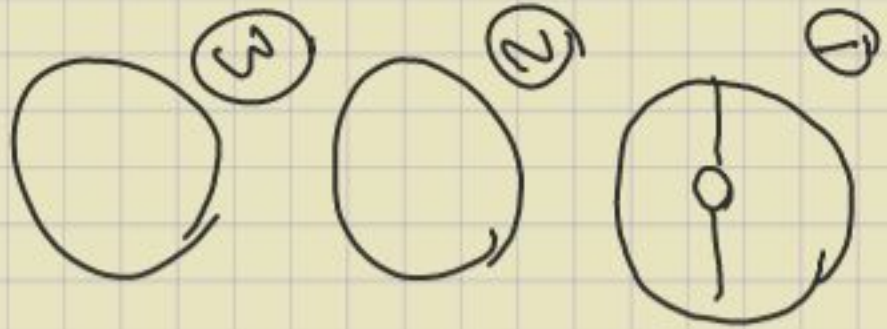
Press Army Button
to Start

Start screen background



Team Red

Trainer: P1
Fighter: P2



(1 pkm chosen)

Ball's Team

Choose Team/Order

Left

Right

trigger bumper

trigger bumper

Blastoise	Venusaur	Charizard	?
			?

choice

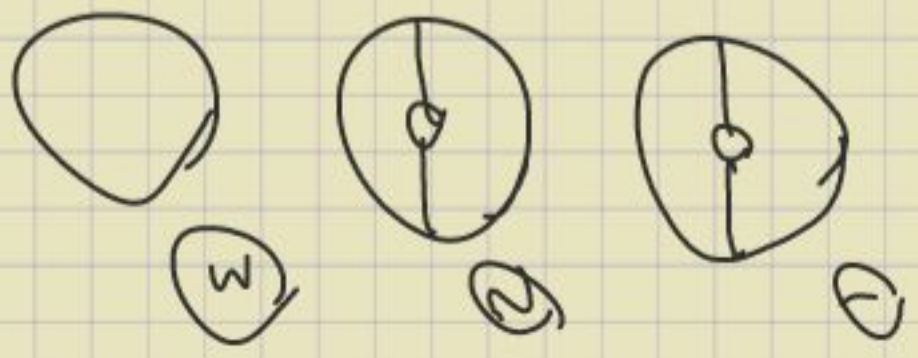
Pod

?	?	?	?
?	?	?	?
?	?	?	?

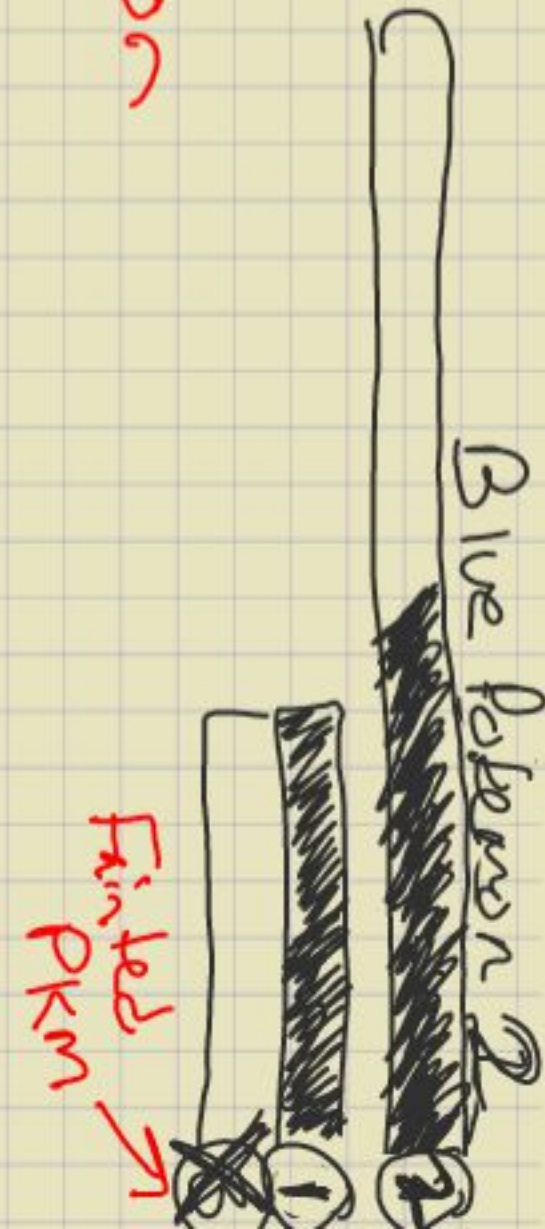
Select by using row/column button combinations

Team Blue

Trainer: P3
Fighter: P4



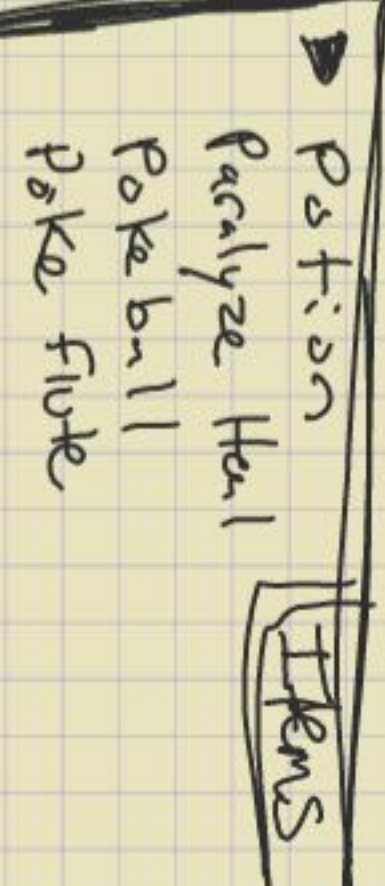
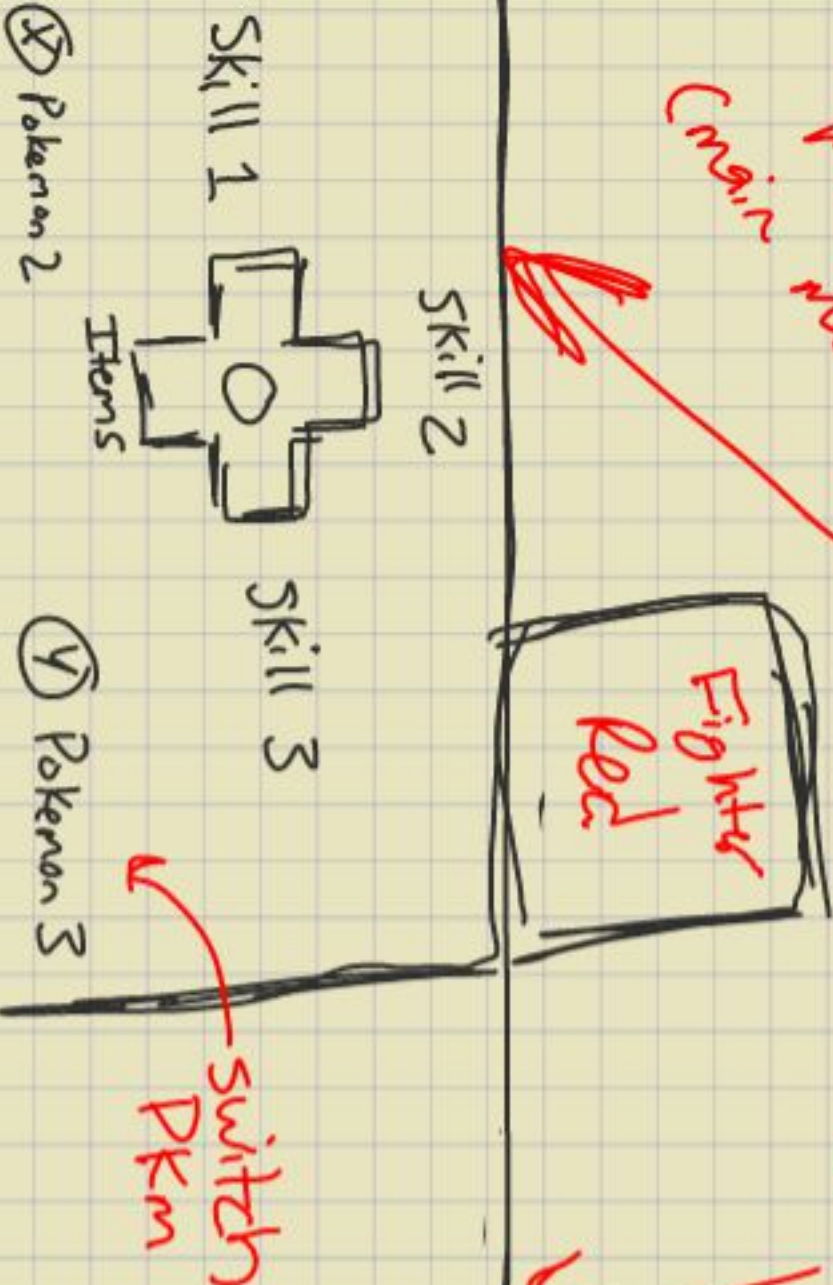
(2 pkm chosen)



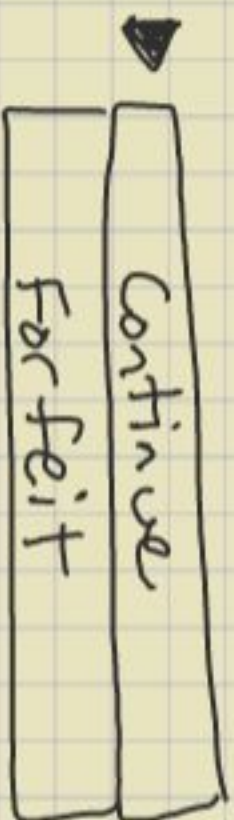
Red Trainers
Red men
main man

Stage

Blue Trainers
Blue men
Citizen



Paused



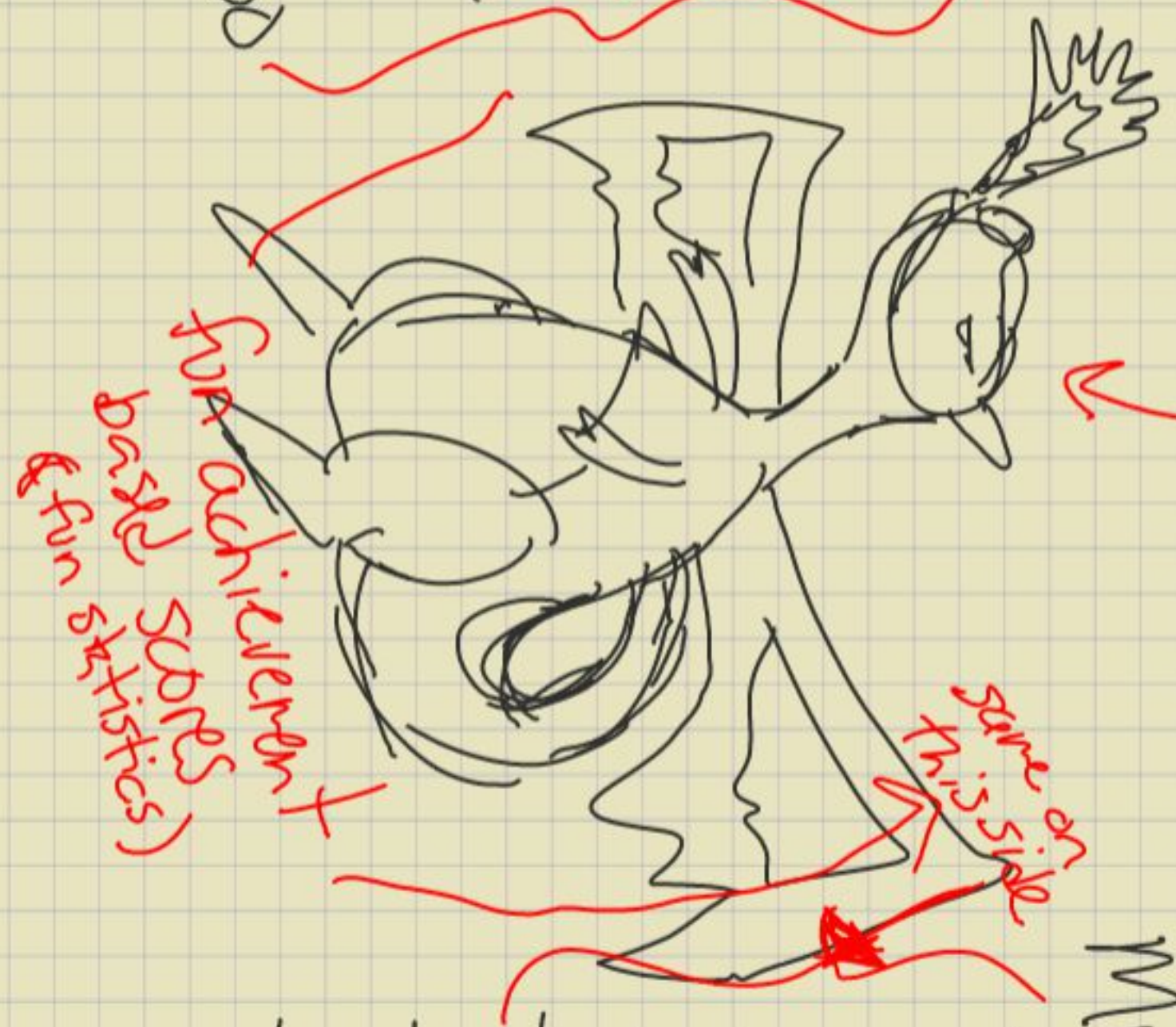
SD% Opacity Gray Overlay
Over game Scene

Red Team

- MVP: Charizard
- 1st Dmg dealt: 9001
- 1st Dmg received: 500
- First Strike: 100
- Brick Wall: 300
- Item - Fire: 500
- _____
- _____

Total Score: 1,500

Winner's MVP



MVP: Venusaur

Blue Team

- _____
- _____
- _____
- _____

Total Score: _____

Red Team wins!

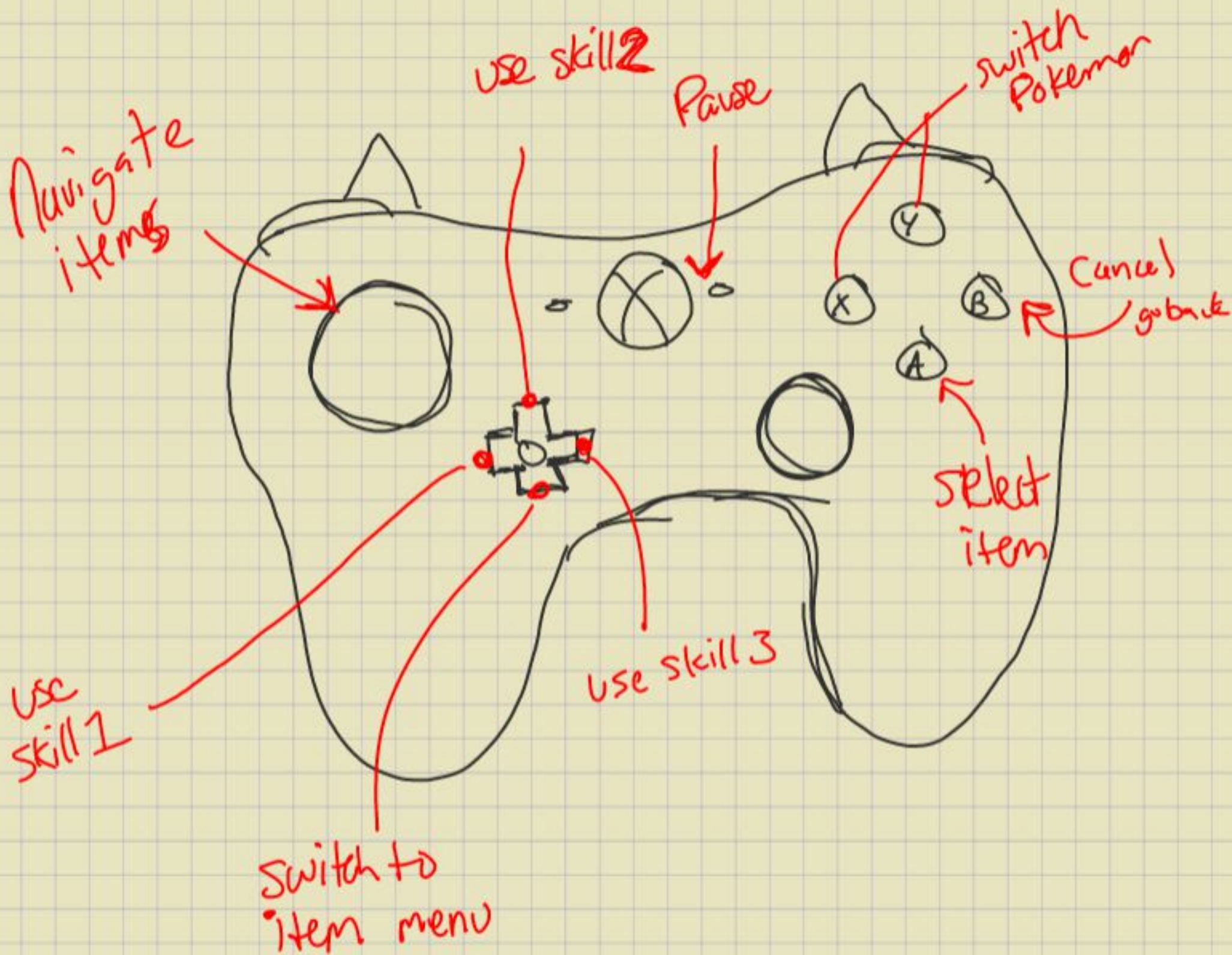
Continue

Environments are more of a work in progress... but here are some of our ideas beyond just a simple stage:

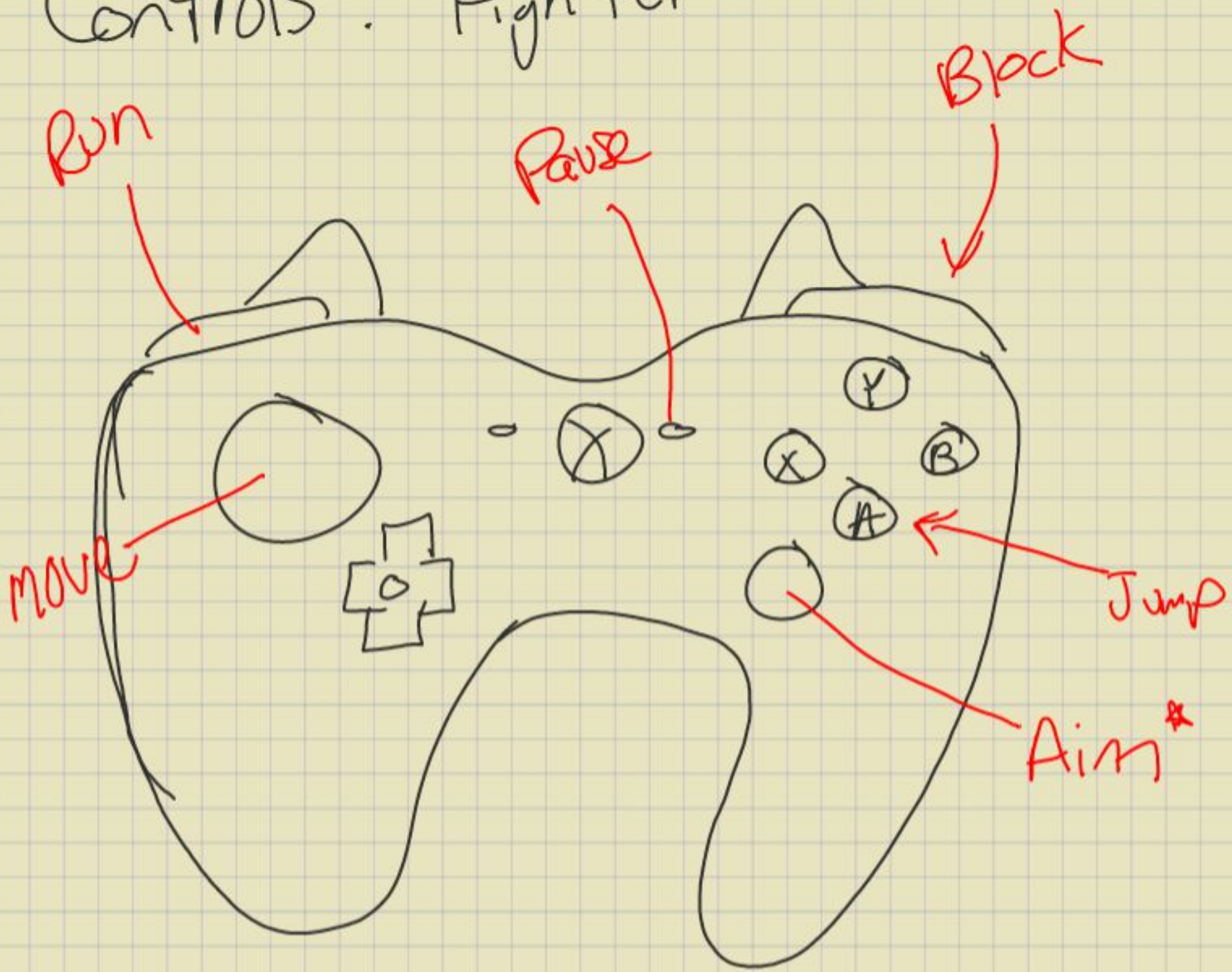


- Breakable terrain
- Jump pads that shoot you upwards
- moving platforms (vertical/horizontal/diagonal)
- collapsing platforms
- terrain that damages on touch
- environments that change gravity

Controls: Trainer



Controls : Fighter



* Small arrow indicating which direction you are aiming

