

# Pokemon: Real Time Battle



Private



## High Level Tasks

Back-end engine.

Visual pokemon representation

UI

Environment

Sound

Pokemon Movement

Pokemon Skills

Trainer Items

## October 27

Refactor the prototype's back-end technical debt.

Select the easiest pokemon to fully flesh out.

Attempt to use freely licensed pokemon models in unity.

Fix initialization collision bug in prototype.

Setup camera to dynamically center between the two pokemon fighting.

Write skeleton code for all skills.

## November 3 [Alpha due 4]

Backend damage tracking

Fully Flesh out charizard's skills

Tweak charizard's movement

Backend single pokemon faint detection

Backend collision detection fully functional and fluid

Backend win condition working

Basic sound fx and music

Backend supports 4 controllers

### November 10

Tweak charizard skills

Flesh out 2nd pokemon with good movement, 4 skills, and visual fx

Flesh out 3rd Pokemon with good movement, 4 skills, and visual fx

1 Battle Arena design fleshed out. no polish

### November 17 [Beta Playtest on 18]

UI Trainer Pokemon indicators

Trainer items implemented 2-3 items, apply directly to pokemon

Animation of pokemon models (imported or created) in a basic manner

Add start screen UI

Battle Arena polish

UI Active Pokemon Health

UI Items available indicators

UI Skill and item cooldowns

**November 24 [Final Playtest on 25]**

Camera fx

Color fx

Particle fx

Back end final cleanup/refactor

Full fluid and detailed animation of pokemon models

UI health of all of trainers pokemon

Game Setup experience

Possibly more pokemon

Add Start Screen Music

Change trainer items to drop in field for pokemon to use

3 Battle Arenas with different feels/playstyles. Emphasize balance

Detailed sound fx and bg music

Visual feedback notifications of gameplay (items appear, damage ticks, etc)

Add a list...