

# COSC 438 – Fall 2019

## Miniproject #2

Task: Get some more experience using PICO-8 by using a different perspective.

For this miniproject, you and your group will use PICO-8 to recreate the first route of a top-down classic, Pokémon Red. You must implement random encounters as per the Gen 1 encounter table. You also should code the game-over condition for Pokémon. Assume that you have a level 5 of whatever starter Pokémon you are choosing.

There are some restrictions to make this a bit easier given the time restraint:

- \* You do not need to implement a choice mechanic for the starter Pokémon.
- \* You do not need to do any sound work.
- \* You do not need to implement items (note the bonus below)
- \* You do not need to implement trainer battles or the NPCs.

You do need to code in all other elements, including menus within battle (not in the game overworld). Item functionality and the ability to swap Pokémon should be options in the menu, but not have any actual functionality. A transition out of Route 1 should quit the game. Your game should mimic Pokémon Red (given these constraints) as closely as possible. You may adjust the color palette and sprite sheet in order match Pico-8's restrictive palette and sprite capability.

Bonus 1: You do not need to implement the capture system the game is known for, but if you do, you will earn 20 extra credit points. Requirements for this system: item menu functionality, chance for capture, capture animation, ability to swap Pokémon in battle, and teams of up to 6 Pokémon.

Bonus 2: You do not need to implement a leveling system, but if you do, you will earn 10 extra credit points. Requirements for this system: XP system including progression of attributes and addition of skills according to the Gen 1 leveling moveset. If you do this bonus, you should start your starter Pokémon at level 2.

To assist either bonus, you should also add an NPC that “heals” your Pokémon and gives you poké balls.

Turn in your resulting p8 file via Blackboard by 10/9, 11:59pm.