

Specification for my shitty Pokemon Game because I want to actually finish it.



Introduction.

Look at that fucking stupid picture. Right there. That one above where it says “Introduction”. You’d have to be blind to not see it. Look at it and take it in, and then consider the fact that I’m going to try to make a game out of it.

Stupid, right?

Correct.

That, though, is the precise reason I want to start this project. In this specification I’m going to outline my scope, project goals, target audience (totally not Shawn) and hopefully leave you with a clearer understanding of what I’m trying to do here.

So, Why Make This Specification?

One person shouldn’t really need a specification, much less one that asks questions to a hypothetical audience. My reason is pretty simple; I don’t want to be a one-man team. This is going on the Discord because it’s actually basically a shout-out for help. Of course if you’re reading this, don’t think that you’re suddenly obliged to chip into this project. This is actually more of a proposal than a specification at the minute.

At the same time, don’t just stop reading because “Oh I know nothing about game design there’s no way I can help you at all”. That isn’t necessarily true. I wouldn’t make this proposal and put it up here for everyone to read if I didn’t think everyone here has the potential to participate in this project, even just a little bit. (Shawn is exempt from this rule)

Okay, So What Do You Need Help With?

Short answer: Music, Art, Level Design, Character Design, Story, Dialogue.

Detailed answer:

Music:

I'd like a little bit of music for the game to be, well, original. At least, mostly original. I'm not talking about an entire soundtrack for the game, that's *way* outside of the scope for this project. I probably want about 10 original songs maximum.

Art:

I'm only one person and I'm not great at art, so having anyone who can draw on my side would be really handy for making a competent looking product. Art means stuff that actually appears in the game, no artistic talent is really needed for character design, so all I'm looking for here really is a couple drawings of say, Gym Leaders that can be worked into sprites easily.

Character Design:

Literally can just be text. Like, for example, you could just say "This is Bloudon. He is Gym Leader of X City. He works at Pizza Hut and likes Rock Types". That's basically all I need, with the exception of characters important to the story...

Story:

I'm not looking for anything award-winning here. Try to keep it as simple as possible. Think Red and Blue in terms of story. If you decide you have this super great idea for a character or story element, slap it down in the Discord. It'll get looked at. Chances are I'll make a spreadsheet outlining everything I currently need help with and, if I keep up with the project, I'll update it when I need to.

Dialogue:

From the story, to random NPCs, jokes, humour, ~~memes~~, and anything else. Anything you can think of at all, just slap it into the Discord. It'll get considered at the very least. Think of a funny joke at work? Slap it in. Really.

Basic Outline

This is just to define what this game will actually, well, be. Expect short and sweet bullet points from this point on.

- Game is being made in RPG Maker XP. Pokemon Essentials will be used.
- Basic Graphics from Pokemon Ruby/Sapphire/Emerald will be used.
- Soundfont from Pokemon Ruby/Sapphire/Emerald will be used.
- Pokemon from up to Generation 3 will be included.
- Physical/Special mechanics will be based on Generation 3.
- The focus of the game will be exploring the region, fighting Gym Leaders.

- Simple Story.
- Characters will essentially be parodies of generic Pokemon archetypes.
- Game will be difficult but not totally unfair.
- Game should be especially enjoyable for Shawn, but also enjoyable for someone who has no understanding of our personal in-jokes.
- Game will “end” once champion is defeated. Anything beyond this is extra.

Scope.

This is probably the most important part of the Specification for this project, since it'll actually give a sense of scale to the project. Read this carefully.

Minimum and Maximum

Setting a minimum for a project is standard, but a maximum might seem a little perplexing so I'll quickly dive into it. I have a standard that I want to meet, which I will outline shortly. However, I also don't want to spend too long on this project. I don't want to let the project derail in any direction, allowing music creation or art or extra fucking gamemodes whatever to bog it down and delay it. I sort of want this done within a year. Ideally, 6-8 months.

Basically this is to remind people that this isn't getting sold or whatever. It's just a trash fan game for Shawn to gloss over for a week or two.

Minimum end point for project.

- Game is playable and functional all the way up to champion.
- Gameplay is basically just fighting Gym Leaders and catching Pokemon, no special minigames or even a rival.
- Just barely enough routes/caves/etc to totally fill out the Region Map.
- Music mostly ripped directly from Generation 3 games, perhaps some de-makes of other songs inserted by myself to add variety. No original compositions.
- Art assets almost entirely unoriginal, save for a few things made by myself. Most “original” sprites based on existing sprites for easy “quality”.
- 150 Pokemon in the Dex.
- Story is finished, proof read and makes sense.
- Dialogue is strictly just random filler and references, no amount of effort spent or wasted on in-jokes and memes.
- AI is whatever Pokemon Essentials gives us.

Maximum end point/Cut-off point for project.

- Game is functional all the way through to the champion, and beyond that into the post-game.
- Post-game includes a single mini Battle Frontier sort of thing, based on previous Rom Hacks where we have all appeared.
- ONE minigame, for example, Safari Zone.
- Fleshed out region with lots of optional caves/forests/etc. Maximum of 5 out-of-Region areas where Legendaries/Events/Memes take place. (Think Navel Rock)
- Music still mostly ripped from existing games, with many de-makes of newer Pokemon songs to fit the Gen-3 theme. Maximum of 10 original compositions.
- Art assets still largely based on Ruby/Sapphire/Emerald, but many character sprites and portraits exist. Every major character in the story has their own unique sprite, but random unimportant trainers will use existing sprites from previous games.
- All Gen-3 Pokemon included, and at most 5 Fake-mons in the Dex.
- Story has been universally agreed upon and streamlined to be enjoyable for anyone, but mostly just for Shawn to laugh at.
- A maximum of two rivals will be in the game. I don't know why I settled on two but I did.
- Lots of clever and well thought out little jokes littered everywhere, with dumb (optional) cut scenes littered about the place. Memes included. Maybe even audible ones.
- Customized AI.

That's it? Nothing more to add?

Not quite. To come will be a spreadsheet that, should this specification receive enough attention/support/sonic OCs (please do this one)/whatever, will keep track of what things that I urgently need doing, things that aren't urgent but I would still appreciate being done and things that have been done and don't need any more work done on them.

Also, as time goes on I may realize I need help doing something else, so remember that things are always subject to change.

Thanks for reading, friendo

