

Job Positions:

- ☐ Artist: Azula
- ☐ Coders:
- ☐ Writers: Azula
- ☐ Animators:
- ☐ Game testers: Azula
- ☐

Thesis:

1. Gotta Catch 'em all (Encourage the player to Catch and Trade)
2. Let the player feel like they are on a Journey. (exploring Counties, Getting stronger, Earning badges, ETC.)
3. Let the player love and befriend their Pokemon

Pitch:

- The Auroraia Region
- Fourth Starter (Eevee Clone, evolving into 4 Different Entities)
- Made in Roblox for 300 Robux
- Different storyline, depending on what starter you get
- Big, Worth-Exploring Map

- Gyms as a Big Side-Quest (Can battle Out of order, Depending on what level)
 - 2 Friendly Rivals (Depending on starter, Obviously)
 - Starting area matching starter Pokemon theme with a unique set of Pokemon types.
 - A side quest that Changes the story is done, and can help the player out if done, but fully optional (don't stop a heist the enemy team did, and the enemy team gets stronger and Quest is version exclusive)
 - Once you beat the first gym, ALMOST Whole Map is open.
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Exploration:

- Can go anywhere, Whenever. (Can teleport back to where it is safe, and tell the player if an area is Dangerous on the map)
- Treasure and Special items through exploring and shopping, but some Pokemon Guard some as Bosses (just like totem or titan Pokemon, but optional)
- each area is a different Level
- special evolution stones can be gathered from archaeology or digging. also can get items to help in battle and can dig up certain items to help with encountering more of a certain Pokemon. (Optional)
- Depending on the number of badges, Gym levels Increase (if you have 8 badges, the ninth and tenth gym leaders will go All-out.)
- swarms/Outbreaks on certain Pokemon depending on weather and season

Gyms:

- * Based on Themes instead of Types (Sound, friendship, status effects, weather effects, ETC.)
- * Interesting ways to defeat them
- * 8-10 Gyms (Skippable)
- * After-Game Superbosses
- * Quest-based gym badges (do a quest, get a free gym badge and still fight the gym leader and get something)

Story events

- Skippable rival battles
- Bad guys Messing stuff up in other locations (If not stopped, Team gets harder, Optional)
- Great Writing and story with interactive Full-of-life NPCs
- Skippable tutorials
- NO Story-based legendary Pokemon (post-game Story)

Other stuff

- ☐ Tweakable Difficulty at the start
 - ☐ Able to Love and interact with Pokemon
 - ☐ Online Battle simulator (Pokemon Showdown)
 - ☐ Trade and rename at all times
 - ☐ Utilizable Camera
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Main Story:

You are a Teen who is Very Eager to Adventure and help those in need. Because you and Your Parents Have the money (And are researchers), You Move from The alola Region to The infamous Auroraia region. There is a lot of history around the region about a Peculiar Prism, Said to be from another world. Your parents were called from Alola's Aether Paradise, to help out and learn more about it. your parents allowed you to Explore the region because back in alola, you had nothing to do with your time, and couldn't go anywhere. So with that in mind, you Start your Very own Pokemon Journey. After Choosing your Starter, your mom yells from the kitchen to wake up for breakfast. You get up, go downstairs and eat. Your dad starts a conversation talking about how old and mature you're getting. "Yup! That's right- it's your birthday!!" She continuously talks about how young you were. Your dad clears his throat. "Yes, you are now 13. Since you are now in a new Town, and you are getting just as tall as your old man- we are letting you explore the region!" Your mom starts getting emotional. "Awwww, our little [Player], going out on their own!" Your dad says that first: you need your very own trainer ID before going anywhere. You fill out your ID and your dad starts again "Now, of course, what's a Pokemon Journey without a Pokemon? We will see you later, Champ! Come back when you have your little buddy with you, eh?" "Be Safe out there, honey!!" your mom cries out before

you take your leave. In the house, if you go back into your room, you will see a VR headset, right beside your PC. if you interact with it, you can open up your box, emails (used for rewards Post-game), and items. In there, you will find a Brew (Potion equivalent, and a little easter egg to the old Pokemon games) you can also see a TV with a Console that looks like the Steam Deck. you then can go outside, behind the house to find a Tonic (equivalent to Elixirs). You make your way to the Professor's lab, and they welcome you to the Auroraia region. They give you a choice between the starter you choose and a new creature. The Professor also mentions that 2 other professors in this region are having a Friendly competition and a challenge for all the professors. The challenge is to entrust a Pokemon to a trainer and send them out into the world to see how much research material they bring back. The county with the most wins. "But first, let's test your skills!" They initiate a battle. You learn the basics of battling, or you skip the tutorial and get straight to the battle. After you win, the professor finally trusts you with your new buddy. "Alright, now that we have established that, let me stamp your Trainer ID, to show you are licensed to handle Pokemon in battle." The professor does so, and lets you off, but then gets stopped at the door outside. "Wait! I almost forgot! Your device!" He gives you a strange device that looks like a mini-folding Game handheld. He explains that this is a Poke'DS, a Staple in everyone's journey. He goes on, saying that this will serve as your digital Trainer ID, Map of the region, and most importantly, a Library of information on all different types of Creatures you've seen. The map lets you find your way around. You can set destinations, call taxis to Travel to places you have been, and see what you need to do next if you feel stuck. "Oh, while I'm here, and before I forget, here! Some PokeBalls!" you Obtain 10 Poke'balls. "They catch creatures when they are weak enough, so they can be registered onto your Poke'DS. Do you know how to already? I know you're very smart." You then can choose yes or no. If yes, you just move on, but if no, you

watch the professor do it. "Alright! I think you're all set!" you are now free to move around, but you have a notification on your Poke'DS that says to go back home. You do, and your dad welcomes you home, and your mom congratulates you on getting a Starter. Your dad notices that you have a new gizmo in your pocket. You tell him all about it, saying the professor gave it to you. "Oh, how nice of him. You know, we haven't said this, but that professor is their new boss. I might have to thank him for helping out our little champ!" you are now free to go, and explore the city. Depending on what county you choose to live in, there are Pokemon of that type around you can catch right off the bat. Also depending on what county you choose, you replace the friendly rival of that county. They are off in the background doing something, but if you talk to them, you get something important, like a battle item Pokemon can hold to boost their type attack, but if you pick the other starter, you get a friendship bracelet, that boosts friendship between one of your pokemon. Friendship is going to be a luck factor that makes Pokemon do things like enduring hits, avoiding attacks, and clear status conditions with a cheer. Friendship can be boosted without the bracelet by going to restaurants and eating with your Pokemon buddy, or cleaning and washing them. Petting them now and then helps out too. Once you walk around and are ready to leave- the professor comes back. "Oh, dear me! I'm so forgetful! I didn't say how you can get your research information!" He says that every professor has some missions for you, like treasure hunts and dungeons and scavenger hunts too. They aren't mandatory, but you should go do it. By doing them, the professor will give you rewards. Battling all of the trainers in one area, you can get a reward from a guy at the pokecenter. After meeting all of the Pokemon, and going to small, individual cities, you will find a Colosseum (gym equivalent, still deciding on the name) after beating them, you will get an Arena badge. The Arena leader there will tell you that you should get all the

gym badges since you are so strong, and have a lot of potential too.
(this is where the demo ends, there is a screen that tells you that.)

Starting County 1 (grass)

- Real-world Location: Brazil
- County name: Amatoria
- Starting Town: Canopyville
- Professor: Professor Verde

Starting County 2 (Water)

- Real-world Location: Iceland and Canadian Rockies
- County name: Aquaria
- Starting town: Summitvale
- Professor: Professor Frostwood

Starting County 3 (Fire)

- Real-world Location: Dubai and Korea
 - Region name: Aridora
 - Starting town: Ingnitown
 - Professor: Professor Mirage
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Starters

1. Breezleaf

Breezleaf is known for its energetic and playful nature, often seen leaping and somersaulting through the treetops. It can generate small gusts of wind, allowing it to move swiftly and gracefully. Breezleaf's leaf-like appendages can be launched as razor-sharp projectiles during battles, making it adept at long-range attacks.

2. Aquafin

Aquafin is known for its cheerful and friendly demeanor, often seen playing and splashing in rivers and lakes. It can create and manipulate small water currents, allowing it to swim swiftly and navigate through bodies of water with ease. Aquafin's water-based attacks are versatile, ranging from shooting powerful water jets to creating protective barriers.

3. Flametuft

Flametuft is an energetic Pokémon with a tuft of fiery fur on its head. It has a compact and agile physique, with a playful and mischievous demeanor. Flametuft's fur flickers and glows with vibrant flames, showcasing its fiery nature. Flametuft's close-range attacks are fierce and powerful, often accompanied by bursts of flames that leave opponents scorched. Flametuft resembles a combination of a fox and a lion.

4. Zephyvine

Zephyvine retains Breezleaf's leafy characteristics but grows larger and gains a more defined humanoid shape. Its body becomes thicker, while its leaves become more vibrant and voluminous. Zephyvine's crown of leaves on its head becomes more intricate, resembling a swirling gust of wind. Zephyvine gains enhanced control over wind and leaf-based attacks. It can generate powerful gusts.

5. BlazeKit

BlazeKit grows larger and more robust compared to Flametuft. Its fur becomes even more vibrant and fiery, emanating a strong aura of heat. BlazeKit's tuft of fiery fur on its head expands and takes on a more pronounced shape, resembling a blazing flame. BlazeKit's fire-based attacks become more potent and intense. It can create and control larger flames, using them to launch powerful fireballs and unleash scorching heatwaves.

6. Streamare

Description: Its body becomes sleeker, resembling a combination of an otter and a fish. Streamare's aquatic adaptations become more pronounced, with a longer, more flexible tail. Streamare gains increased swimming speed and agility. It can create larger water currents and summon crashing waves, using them to both defend itself and launch powerful water-based attacks.

7. Galeblade

It stands tall and proud with a regal demeanor. Its body is adorned with elaborate, flowing leaf patterns. Galeblade's crown of leaves becomes grander, resembling a swirling cyclone. Galeblade possesses mastery over wind manipulation. Its movements are swift and graceful, allowing it to evade attacks with ease.

8. Oceanara

It exudes an aura of serenity and power. Oceanara's tail becomes more elaborate, resembling a majestic, flowing river. Its serene presence soothes allies and unnerves opponents.

9. Inferlion

It grows to its full size and becomes a truly formidable Pokémon. Its fiery mane extends and billows around its body, resembling a blazing inferno. Inferlion exudes an aura of strength and dominance. Its fiery mane acts as a source of power, amplifying its fire-type attacks and intimidating opponents.

Rivals

★ Depending on the version you get, you will replace the rival of that county. One will be mean, while the other is the friendly rival

Rude rivals:

1. Blaze

2. Thorn
3. Maverick

Friendly rivals:

1. Ember
2. Flora
3. Adrian

Battle Gimmick

Name: Prismatic Fusion

The Story: Legends speak of an ancient artifact known as the Prism of Unity, said to possess the power to merge and harmonize the energies of Pokémon. Long ago, the region faced a devastating crisis that threatened to tear it apart. The people of the region discovered that the Prism of Unity could be used to bring balance and restore harmony. The artifact was divided into fragments and hidden across the region to safeguard its power. As the player embarks on their journey, they learn about the Prism of Unity and the fragments scattered throughout the region. The player's goal becomes to collect these fragments and harness the power of Prismatic Fusion to confront the impending crisis.

Gimmick: Prismatic Fusion can be activated on specific Pokémon that possess a special compatibility with the Prismatic Energy. These Pokémon are scattered throughout the region and are known as "Prism-Bound Pokémon." Prismatic Fusion allows trainers to merge their Pokémon with the power of the Prism fragments, unleashing their combined potential and creating unique forms known as "Prism Forms." By accessing this power, trainers can temporarily enhance

their Pokémon's abilities, granting them new moves, altered stats, and even changes in appearance. Prism Forms provide strategic advantages, giving trainers the ability to adapt to different battles and counter specific opponents. However, the fusion is temporary and can only be activated once per battle. Trainers must carefully choose when to activate Prismatic Fusion to maximize its effectiveness and overcome tough challenges.

Through the exploration of the region and the pursuit of the Prism of Unity, the player becomes a key figure in restoring balance and harmony to the region, ultimately leading to the resolution of the crisis and the revelation of the true power hidden within the Prism of Unity.

Evil Team

Name: Prisma Co.

Outfit: The members of Prisma Corporation wear sleek, futuristic outfits that incorporate elements of prismatic colors. Their uniforms feature iridescent patterns and accessories, symbolizing their connection to the power of light and the Ancient Prism.

Goal: The Prisma Corporation seeks to harness the power of the Ancient Prism and exploit the concept of Prismatic Fusion for their own nefarious purposes. They believe that by controlling and manipulating the energy of light and the Prism's ancient secrets, they can reshape the world in their image and gain ultimate power. The story of the Ancient Prism and Prismatic Fusion is deeply intertwined with the Prisma Corporation's ambitions. It is revealed that the Ancient Prism, a legendary artifact said to contain immense light-based energy, holds the key to unlocking Prismatic Fusion.