# CS4530 Final Project: "PokeTown"

Group 203: Jeff Park, Eli Muraoka, Michael Long, Ethan Kong

Our Feature:

We brought a new form of entertainment to Covey.Town: Pokemon! Our implementation included features from various Pokemon Games to introduce a new form of community and competitive spirit.
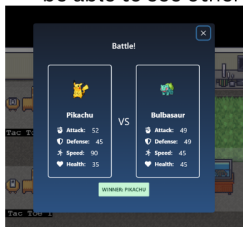

Our feature brings a tall grass interactable area to find and catch unknown Pokemon.
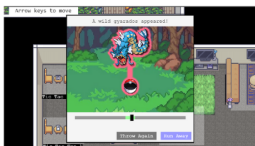
When encountering a Pokemon in the tall grass, players have the opportunity to play an arcade game to catch the wild Pokemon.

After successfully catching a Pokemon, users can choose one of their Pokemon to follow them around Covey.Town! You'll also be able to see other user's pokemon

Users can also challenge other users to battle their Pokemon.

Our Tech Stack & Design:

Our project primarily utilized existing interfaces and libraries from Covey.Town. We used the Interactable interface to create the Pokemon interactable grass area. Afterwards, we implemented the modal for catching wild Pokemon with the Phaser library to ensure proper physics of throwing Pokeballs and having a well animated interactive arcade experience. The remaining modals for picking Pokemon and battling Pokemon were created using the ChakraUI library. Players emit socket events when changing, putting away or taking out their Pokemon so that other users can view each others Pokemon. Another socket event is emitted when a user challenges another user to battle and when a user responds to the challenge. To access all the Pokemon information, we used the existing backend express server with Axios to retrieve Pokemon data from a 3rd party Pokemon API site. Data is stored in memory and accessed from the front end.

Future Work:

Bringing PokeTown to the next level involves mimicking the Pokemon games closer. A full-fledged turn-based battling system between player Pokemon and wild Pokemon would create a greater immersive experience. On top of this, a great quality of life feature to have is to allow players to release unwanted Pokemon and to store Pokemon elsewhere. One of the top features of the Pokemon games was progression-implementing a leveling system to emphasize individual Pokemon growth/experience would give this sense of achievement. Finally, implementing a cloud-hosted database to store all user Pokemon data would improve scalability and data security.

Demo and Source:

Our Demo site: https://poke-t0wn.onrender.com/
Our Codebase: https://github.com/neu-cs4530/fall23-team-project-group-203