



Geomon

# The idea (the pitch)

“What if we combine pokémon go with old school pokémon?”

Features:

- Pokémon-style turn-based battle system
- Google Maps API, tracking system
- Monster and item collectibles



# The idea (the pitch)

Some new features we decided on later:

- Multiplayer (New)
- Ai chat with your monsters (New)
- Hatching monsters (Did not work out)
- Gacha / Loot Box system (Did not work out)



2km



5km



7km




10km



12km





# The reason why you think your idea is worth approaching.

- Knowledge learnt in class (Google Map, tracking service, database) can be applied
- Let our team explore more interesting features like gacha, AI chatbot
- With multiple features, workload can be distributed easily between team members
- Interesting battle system (elements, levels, moves stats)



# Who did what

Brandon: Json Repository Thread (adding moves and monsters stats), Pokemon turn base battle system, Item Bag, Geomon inventory, Stat screen,

Long: Assist with google map implementation and merging code, monster spawning, adding monsters and sprites, AI chatbot, name and avatar change settings

Minh: Tracking service, PvP system, merging and resolving git conflict, Firebase implementation (Players, Monsters states, etc.) , assist with monster spawning, player's directional sprites


Yizhang: UI main activity bottom bar

Daniel: N/A



# Challenges

- Refactoring from only Room database to Firebase + Room database
- Complicated battle system, especially PvP
- UI refactoring (from navigation view to tab system)
- Git merging and resolving conflicts



## Lessons learned from doing this project -- both positive and negative

- Create a branch on git if any member wants to implement new features, then merge after.
- Should send documents, explaining how your features work whenever you implemented it and push it onto git
- Do not push API keys onto git