

Proposal:

My idea is a participatory documentary on the Pokémon games and how they have improved over the years. The idea is to talk about how it went from 2D and 3D. I will try to contact the England Pokémon company and ask for an interview to ask some questions on the Pokémon games. This documentary will target kids and will have pictures of gameplay and will have the info of the games and I would do a voice over gameplay of the games to say my opinion of the games.

The target audience for my documentary is kids from the age 7-12+ for the documentary I will show gameplay and describe the difference of the games and what is in the trailers and how the difference is shown. I will also be interviewing either the international Pokémon company England or a pro Pokémon gamer who has played a lot of different games.

All the kids who play Pokémon will enjoy this because they will get know how the games improved and what they looked like before they were 3D and how they Pokémon looked and what Pokémon was in the games. They will also enjoy the interview about what Pokémon will be in the new games and how they were chosen. I could also talk to Pokémon players and get their thoughts on the games and what they think they could do to improve it. I can also ask what they think would be something Pokémon could add or bring back to the games.

I will talk about my opinions on the games, and I will give my thoughts on the new games and Pokémon added and what I think they could change and how they used to be and what makes it a good game franchise. I will also give my opinions on the different shiny forms and what I think they could have done to improve them. I will talk about what I think about the regional forms of the Pokémon and what I think about the Pokémon from the past. If I do get an interview with someone from the England Pokémon company, I will ask questions to find out if there will be new fossil Pokémon and what the new evolutions look like for each Pokémon and what the new game mechanics.

The gameplay I would use would be from YouTube and I would find all the trailers for each game and will say my opinion on the games and what the games are like compared to the trailers. I would also talk about the different type of run people do like nuzlocks, randomizers, soulinks and how people made different rules on how they play the games by increasing the difficulty of the games.

The sources I used for the information on the Pokémon games are:

<https://corporate.pokemon.com/en-gb/>

I used this for most of the information on who I could interview from the company, but I also used another source to get information on the games and what the statics of the games and the history of the games and company.

[En.wikipedia.org/wiki/The_pokemon_company](https://en.wikipedia.org/wiki/The_pokemon_company)

I preferred using the Pokémon company website because it had more information on the statics and the makers of the Pokémon games than Wikipedia so I can get more information and can think of the questions need to ask and I can change the ones I would to be more informative on the games

Interview questions for the England Pokémon company:

Why is there only 2 Pokémon with 2 mega forms?
Why do some Pokémon have different ways to evolve?
Where did most of the regions come from?
What platform was used to make the games?
Why is mega evolution in only 4 games?
Why are some Pokémon based of folklore?
Why do certain Pokémon have regional forms?
Where did the idea for Pokémon come from?
Why did you make mega evolution?
Why is there only z moves in Alola?
What made you change to 3D games?

Interview questions for pro Pokémon's gamers:

What do you think about the new Pokémon games?
What do you think about the new mechanics added?
What do you think about the shiny Pokémon colours?
How do you come up with your own Pokémon rules?
Why do you play randomized Pokémon games?
Are randomized Pokémon games fun?
How hard do you make your Pokémon runs?