

## Project Part 1: Project Initial Documentation

### Purpose of the Project:

The purpose of this project is to explore the unknown world of the 1st generation pokemon game. This project will fulfill the need of pokemon players to location essential components; Such components include finding pokemon, items, and pokemon gyms. The databases created will be able to give users a friendly way to access the different types of information pertaining to gameplay.

### List of Use Cases:

1. Give users an easy way to search through pokemon information
  - a. Each user will have access to navigate through the game information. This can be used for searching for pokemon, gyms, etc.
2. Give an overview of the pokemon game
  - a. Pokemon players can skim over the database to gain an overview of what factors the game entails.
3. Compare the difference between generations
  - a. Dedicated pokemon players can compare how different each pokemon game is to the first generation game.

### A few facts to know:

1. The information in the databases are in accordance to the gameplay, not the comics or the show.
2. Although the databases created contain information related to the game, the min and max stats will not stay true to the game due to the nature of this project.

### Stakeholders (Users):

Direct

- Pokemon 1st generation players - Use the database to search for desired information

Indirect

- Potential players - use the database to find out the different challenges the game may have

### Database Schema:

Pokedex(PokemonID, Pokemon, Species, Height, Weight, Entries, Evolution)

Pokedex\_Type(PokemonID, TypeID)

Pokedex\_Egg(PokemonID, EggGroupID)

Pokemon(PokemonID, Name, BaseHP, BaseAt, BaseDef, BaseSpAt, BaseSpDe, Base Spe, MinHP, MinAt, MinDef, MinSpAt, MinSpDe, MinSpe, MaxHP, MaxAt, MaxDef, MaxSpAt, MaxSpDe, MaxSpe, EVs)

Pokemon\_Moves(PokemonID, MovesID)

Pokemon\_Abilities(PokemonID, AbilitiesID)  
 Location(LocationID, Name, Region)  
 Type(TypeID, Name)  
 Type\_Weak(TypeID, TypeID)  
 Type\_Immune(TypeID, TypeID)  
 Type\_Resistant(TypeID, TypeID)  
 Nature(NatureID, Name, Plus, Minus)  
 Items(ItemID, Name, Cost, Sell, Affect)  
 Items\_Location(ItemID, LocationID)  
 Move(MoveID, Name, TypeID, Category, Power, Accuracy)  
 Abilities(AbilityID, Name, Effect)  
 PokemonCenters(PokemonCenterID, nurse)  
 PokemonCenters\_Location(PokemonCenterID, LocationID)  
 PokemonCenters\_Club(PokemonCenterID, Club)  
 Gyms(GymID, LocationID, Badge)  
 GymLeaders(GymLeaderID, Name, Type, GymID, Prize)  
 GymLeaders\_Pokemon(GymLeaderID, PokemonID)  
 Trainers(TrainerID, Type, Name, LocationID, Prize Money)  
 Trainers\_PokemonID(TrainerID, PokemonID)  
 Legendary Pokemon (PokemonID, Group, Generation)

