Drew Fleming, Pokémon League Bot Requirements:

Functional:

- User Registration – The bot needs to be able to recognize users based on their Discord IDs and allow users to add their ID into the bot's database. The bot should be able to determine whether the user has already been registered or not. This should allow their player data to be manipulated and processed through other bot functions.
- Player Info Updates – Registered players should be able to use the bot commands to update their statistics (wins, losses, etc.). The bot will be able to consistently update the win/loss and kill/death ratios as soon as changes are made to the player data.
- Match Scheduling – The server moderators should be able to enter a single command to randomly organize the weekly matches. The bot should be able to parse through the player pool in order to cover every player and not repeat them.
- Leaderboards – The users should be able to display a complete ranking of players based on their total wins and losses. The bot should be able to parse through the user data in order to successfully sort the players into a list sorted from greatest to least wins.

Non-Functional:

- The Discord bot commands should be easy to understand for every user. The "help" command will display every command and a description of its function in order to accomplish this.
- Player data should be successfully updated through every command, free of errors. It is essential that the bot be completely accurate with its information so that the league doesn't become unorganized.
- The deliverables should be easy to understand so that the clients and possible future developers can understand the tech behind the bot.

Constraints:

- Time – The bot needs to be completed by the project deadline, which occurs shortly before the end of the semester.
- Monetary/Resources – Because of a lack of funds, it could be hard to add higher functionality and a faster host to the bot. Though, it seems as if the project doesn't need much more than free versions of external resources.
- Portability – Because the bot is being developed for the sole use of the client's server, if the server is disbanded, the bot may lose its purpose. It will likely need to be reconfigured if another server would like to use it.