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Cloud Application Use Cases

1. Given a new user to the program, when the new user selects the option to create an account, then the program will provide the fields and options necessary for account creation and store the user's information in their new profile.

2. Given a returning user, when the user selects the option to log-in, then the program will verify the user's credentials and (if valid) allow the user access to the program.

3. Given user input about one or more of the following criteria -- Pokémon name, Pokémon number, type, move(s), ability, stats -- when the user chooses the option to search based on those criteria then the system shall display all Pokémon that meet the user's criteria.

4. Given a user's selection of a specific Pokémon and when the user selects the option of "edit Pokémon", then the program will allow the user to customize the details of the selected Pokémon and give the user the option to save the changes to that Pokémon for later reference.

5. Given user-defined search criteria for existing Pokémon teams -- author's user ID, Pokémon on the team, etc. -- when the user selects the "search" option then then program will display all public Pokémon teams that meet the criteria and that other users have saved to the system.

6. Given a user-selected set of 6 Pokémon, when the user selects "save" then the system will store the details of that team to the user's profile. The system will also provide the user an option to make the team publicly searchable by other users.

7. Given a Pokémon team selected by the user, when the user chooses the option to "analyze team", then the program will display the team's strengths, weaknesses, and overall stat ratings.

8. Given a Pokémon team selected by the user, when the user selects the option to "analyze battle team," then the system will display all possible 4-Pokémon teams from the base 6-Pokémon team, as well as the strengths, weaknesses, and overall stats of each 4-Pokémon team.

9. Given an opponent's 6-Pokémon team, when the user selects the option to "analyze conditional base team", then the system will generate a 6-Pokémon team that has the optimal matchup against the opponent team's strengths/weaknesses.

10. Given both a user's and an opponent's 6-Pokémon team, when the user selects "match team selection", then the system will generate first the opponent's optimal 4-Pokémon team based on the user's 6-Pokémon team, and then the system will

generate the user's optimal 4-Pokémon team based on the opponent's 4-Pokémon team.

11. Given a user and an opponent competing in a competitive Pokémon battle, when either the user or opponent reveals information about their team (uses a move, displays a particular ability, consumes a specific item), then the system will provide an interactive display to record that information so that the information can be referenced later on in the current battle or in the next battle.