

Pokedex

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Goal

Pokedex for General Pokémon Information utilizing Swing GUI with a Simple Design

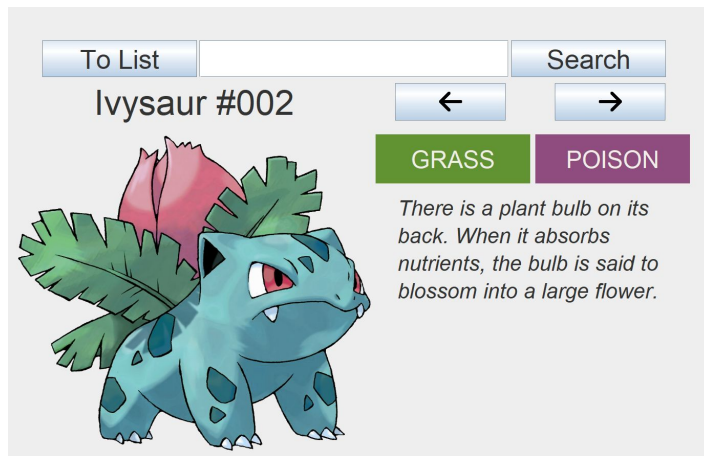


Functionalities

- Displays Basic Information, such as Name, ID, Description, etc.
- Ability to View all Pokémon in a List Form
- To Directly Lookup Pokémon through a Search Bar
- To Utilize Custom Data and Images
- To Display Miscellaneous Information such as Towns, Weakness Table, etc.






Main Display

- The main way to view Pokémon in all their glory
- Currently shows Name, ID, Picture, Types, and simple Description
- Allows to navigate Pokémon in a simple left-right button configuration
- Includes the Search feature for finding 'em all by ID or Name



List View

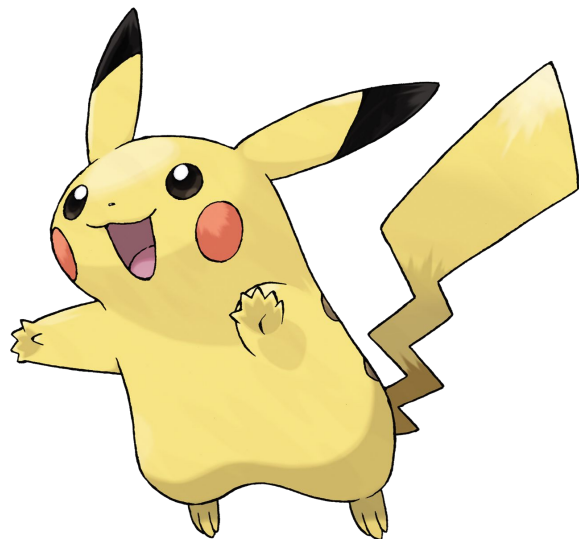
- A Scroll List to navigate all the loaded Pokémon with some basic information
- Clicking on an item takes you straight to Main View of that Pokémon
- Also includes the Search feature on top for direct access

<div>To Main<input type="text"/>Search</div>				
	#001	Bulbasaur	GRASS	POISON
	#002	Ivysaur	GRASS	POISON
	#003	Venusaur	GRASS	POISON
	#004	Charmander	FIRE	NONE
	#005	Charmeleon	FIRE	NONE

Custom Data

- All information displayed is loaded from CSV files and images provided
- Which also means that you can provide your own custom data
- Currently this is only done from terminal input, planned as a GUI feature

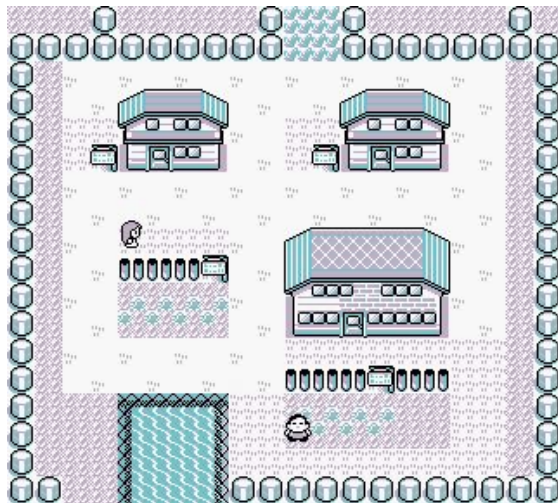
1	Bulbasaur	Grass	Poison	"There is a plant seed on its back right from the day this Pokémon is born. The seed slowly grows larger."
6	Charizard	Fire	Flying	"Its wings can carry this Pokémon close to an altitude of 4,600 feet. It blows out fire at very high temperatures."
25	Pikachu	Electric	None	"It has small electric sacs on both its cheeks. If threatened, it looses electric charges from the sacs."



Miscellaneous Information

- Planned feature, currently not implemented
- Will display various information related to Pokémon and their World
- Will include Weakness Table, Town Information, etc.

DEF	Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Bug	Rock	Ghost	Dark	Steel	Fairy
AT	Normal															
Fire			2	2							2	2	0		2	
Water		2		2				2			2	2	2	2	2	
Grass		2	2					2	2		2	2	2	2	2	
Electric		2	2	2				0	2							
Ice		2	2	2	2			2	2				2	2	2	
Fighting	2					2		2	2	2	2	0	2	2	2	2
Poison				2			2	2	2	2	2	2	2	0	2	
Ground		2	2	2				0			2	2	2	2	2	
Flying				2	2		2	2			2	2		0	2	
Bug		2				2	2	2	2		2	2	2	2	2	2
Rock		2			2	2	2	2	2		2	2	2	2	2	2
Ghost	0									2		2	2	2	2	2
Dragon													2	2	2	2
Dark							2		2		2	2	2	2	2	2
Steel		2	2	2	2	2					2	2	2	2	2	2
Fairy		2	2			2	2						2	2	2	2



The End

