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GitHub link - <https://github.com/Behindyou250/CSC330-Project>

The program we are doing is going to be a Pokédex for the first generation of 151 Pokémon. A csv file will be read to get information on the Pokémon and image files will be use for the user interfaces. The main functions of this program are the main display and list form for multiple Pokédex entries, mainly Pokémon, towns, and miscellaneous, such as tables and charts. Our other functions are ability to use custom data and searchBar to navigate the specific views.

Upon launch, application starts with the menu, where you can select between Pokémon, towns, or miscellaneous button to get the desired information. If you were to click the Pokémon button, what you will promptly see is the main display function, which shows the name, number, picture, type(s), and a description of the current Pokémon. There are two buttons that will allow you to go through the list one by one. At the top of the screen, right above the name and left and right buttons there is the search bar. There you can input either the Pokémon number or the name and it will bring up the information. Right next to search bar there is a button labeled “To List” that will change the display into a list view. You can also go the far left button “To Menu” to go back to the menu. After clicking the “To List” button, the user will be able to scroll through the list of Pokémon but the information will be reduced to a picture, number, name, and types. Clicking on a Pokémon will bring you back to the main view of it. The search feature is still on the top so the user can still look up what they want. There will also be a button, in the same place as “To List” button, that will allow you to go to the main display, back to last Pokémon you were looking at. The same display-list combination is implemented for town and miscellaneous information. You can switch between them on the menu screen. You also can load custom csv files and images, however, this can only be done from the terminal as input, and naturally only for custom miscellaneous information, town, and Pokémon following proper formatting.

The GitHub repository also includes all the pictures for all the objects, as well as this file, the presentation, and the UML diagram. Everything should be working in the code, and at worst some formatting might be off. In general, this project was a pleasant experience for learning Swing, and working with Java, though our project idea forced us to focus too much on making the project look better in GUI rather than the logic.