**Requirements Document**

**Date Submitted**: May the Fourteenth of 2015

**Application Title:** Pokémon Safari Zone Simulator

**Purpose:** This program is a Pokémon Safari Zone simulator!

**Program Procedures:** The user will launch the program and be informed that it is a Pokémon Safari Zone simulator that they will have thirty Safari Balls to catch Pokémon with. The users will be able to perform three primary actions selectable through input commands one of which will lead to 4 subsidiary actions. The actions of found Pokémon will be random. The program ends once the user runs out of Safari Balls, catches on of each species of Pokémon, or chooses to leave the Safari Zone.

**Algorithms, Processing, and Conditions:**

* The user launches the program and they are informed that it is as Pokémon Safari Zone Simulator, that they have limited Safari Balls, and the conditions of the sim will be stated.
* The user will be prompted to select an action to carry out.
* If invalid input is made the user will be notified and prompted for input again.
* Pokémon that are caught throughout the duration of the sim will be stored and kept track of.
* Once the user runs out of Safari Balls, Catches one of each type of Pokémon, or chooses to leave the Safari Zone the sim will end.
* Upon exit the users Score will be saved to a file and will be prompted to see all previous scores before the program terminates.

**Notes and Restrictions:**

* The user will be only given 30 Safari Balls to use.
* There will 4 Zones to choose from to encounter Pokémon in.
* Flee and catch rates will be used for each Pokémon encountered.
* There will be 12 Pokémon that can be found
* The text and word usage will replicate that of the actual Pokémon games as much as possible.
* Pokémon caught will be stored and countable.

**Comments:**

* Primarily iconic Pokémon will be used.
* ASCII art will be used.