Server

Uses information from

Ongoing Battles

Client

Start Screen

Spawns

Pokemon Database

Contains numerical values that act as information to create the necessary aspects of the game

Uses

Pokemon Select Screen

Login Screen

Chat Log: Outputs Info from

Uses

Settings Screen

Uses information from

Damage Calculation

Battle Screen

Communicates

Spawns

User Database

Contains information regarding all users who have create an account

Output

Chat

Battle

Communicates

- Server
  - Poke DataBase
    - Contains numerical values that act as information to create the necessary aspects of the game
    - Also contains strings that allow the information to be recognized and converted into a use friendly form
    - All other modules take information from this to run and perform and work together to create the game
  - Ongoing battles
    - Contains the information between two clients that interact with each other during a battle.
    - The client-side battle communicates with the server side battle so that what the server is running and what is outputted to the client is the same as the server's information
  - Damage Calculations
    - Does the calculations for all numerical values in the game.
    - Uses numerical values from the database to perform these calculations
  - Chat logs
    - Saves all of the outputs of the database, calculations and battle modules as strings
    - Communicates with the client chat and outputs the relevant information to the user
  - User Database
    - Contains the information for uses who register and saves their preferences and information
- Client
  - Start Screen
    - Pokémon Select Screen
      - Takes information from the server's database. And converts it into user friendly format
      - Allows for full manipulation and customization of the server database information for the client
    - Settings Screen
      - Takes the information and preferences of users from the user database and changes how the screens appear to the user
      - User is granted ability to fully customize the interface appearance to their liking
  - Battle Screen
    - Chat
      - Live chat feature allows clients to communicate with one another
      - Also displays information that is outputted from the chat logs regarding the gameplay and the outputs that the server runs such as calculations or battles
    - Battle

- Communicates with the server side battle to display the server code's outputs to the user.