# General

## Pokémon

A Pokémon is the combatant of the simulated battles. It should have two Poke Types, three dimensional stats – Attack, Defense and Stamina, one Fast Move, one Charge Move. A Pokémon should be able to take damage and accumulate energy.

## Party

A party is a collection of Pokémon. A party should have at least one and at most six Pokémon. If the “revive” attribute of the party is set true, then when all Pokémon of the party have fainted in a battle, the party will be asked by control to fully heal all the Pokémon.

## Player

A player is the trainer who commands his Pokémon to fight in a battle. A player’s Pokémon are organized by party. A player should have at least one party. A player belongs to either the primary team or the opposite team.

## Battle Mode

### 1. Raid

In a Raid battle, there should be only one player from the opposite team. That player should have only one party. The party should consist of only one Pokémon (which is the Raid Boss) and set revive to false. The Pokémon of that party should have “Raid Boss” as its role and “Defender AI” as its strategy.

The time limit should be set to either “timelimitRaidMs” or “timelimitLegendaryRaidMs”.

There is no specific requirement on the primary team.

### 2. Gym

In a Gym battle, each player should have only one party. There should be only one player from the opposite team. His party can consist of up to six unique Pokémon. The party should set revive to false. All Pokémon of that party should have “Gym Defender” as its role and “Defender AI” as its strategy.

The time limit should be set to “timelimitGymMs”.

There is no specific requirement on the primary team.

### 3. PvP

There is no specific requirement on the either team.

# Unified Search Query

A Unified Search Query (USQ) is a string that will be parsed by the program to filter Pokémon, Moves, and other database entries. It is a generalization of the Pokémon Go in-app search feature.

The following table summarizes the atomic USQ:

|  |  |  |  |
| --- | --- | --- | --- |
| USQ | Scope | Example | Match Condition |
| PokeBox | Pokemon | $ | The Pokemon is in some user's box |
| Species | Pokemon | *Dragonite* | The Pokemon’s species name contains the input string |
| Nickname | Pokemon | *Dnite4Life* | The Pokemon’s nickname contains the input string |
| Pokemon Type | Pokemon, Move | *Dragon* | The typing matches the input. For Pokemon, one of its Poke Type matches the input. |
| Move | Pokemon | *@dragon* | The typing or name of the one of the moves the Pokémon currently learnt matches the input |
| Fast Move | Pokemon | *@<f>dragon tail* | The typing or name of the Fast Move the Pokémon currently learnt matches the input |
| Charge Move | Pokemon | *@<c>outrage* | The typing or name of the Charge Move the Pokémon currently learnt matches the input |
| Both Moves | Pokemon | *@<\*>dragon* | The typing or name of both the Fast Move and the Charge Move the Pokémon currently learnt matches the input |
| Current moves | Move | *current* | The move that the Pokémon currently learns; equivalently, it can be taught to the Pokemon by a TM. |
| Legacy moves | Move | *legacy* | The move that the Pokemon could once learn, but not currently. |
| Exclusive moves | Move | *exclusive* | The move that the Pokemon could once learnt only during the window of an event, but not currently. |
| STAB moves | Move | *stab* | The move’s Poke Type matches one the typings of the Pokeno. |
| Raid Boss Tier | Pokemon | *%3* | The raid bosses. Supports values: (raid tier), 'current', 'legacy', 'future', 'special' |
| Raid Boss Availability | Pokemon | *%current* | The availability of the raid boss:   * current: it is in the current raids for everyone * legacy: it was once in the raids for everyone * future: Never was it in the raids, but it is anticipated to be in the future * special: It was once in event-only raids |
| Numerical Values | Pokemon, Move, IVs, Level | *cp2500~* | The attribute's value equals to the number or is in the range. Attributes supported:   * cp * atkiv * defiv * stmiv * level * maxhp * dex * baseAtk * baseDef * baseStm * rating * power * duration * dws * energyDelta   The range can be specified by inserting “-” or “~” between the lower bound and the upper bound. |

Atomic USQs can form complex USQs by combing them with Logical Operators:

|  |  |
| --- | --- |
| Logical Operator | Symbols |
| OR | *, : ;* |
| AND | *& |* |
| NOT | *!* |