

Pokemon EV Manager

Dean Maloney (14140306)

Requirements

This app can be run on Android versions 5.1.1 and higher. This app was tested on a OnePlus One running Android version 5.1.1 and the Galaxy Nexus API 23 emulator running Android version 6.0.0, and is compatible with both.

App Description

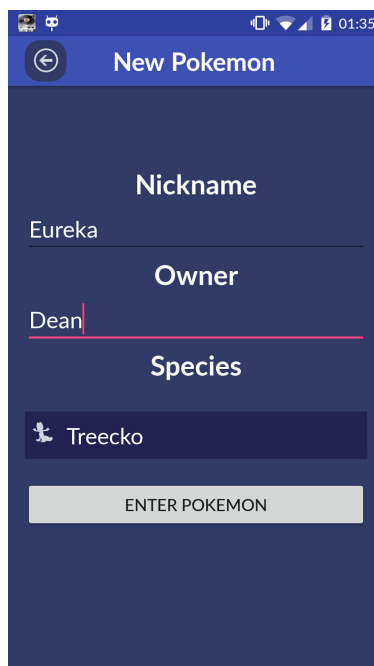
This application functions as a Pokemon EV manager. In the Pokemon games since Generation III onward, an Effort Value mechanic, known as EV for short, represents a Pokemon's growth, as its stats grow as it defeats certain Pokemon. However, the player is never told specifically how many EV's their Pokemon have, meaning they must keep track of EV's using external means. EV's are very important to competitive Pokemon players, who aim for very specific EV "builds" which dictate how many EV's they should have in each stat for an optimal Pokemon. There are also various items which affect how many EV's are obtained.

This application offers players a simple yet resourceful interface to keep track of their EV's, allowing them to store any number of Pokemon and manage them individually.

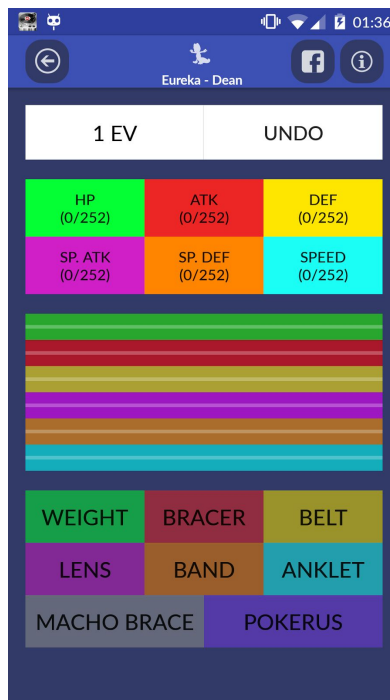
User Manual



Opening the application for the first time reveals the main menu, which should be empty except for the “New Pokemon” button.



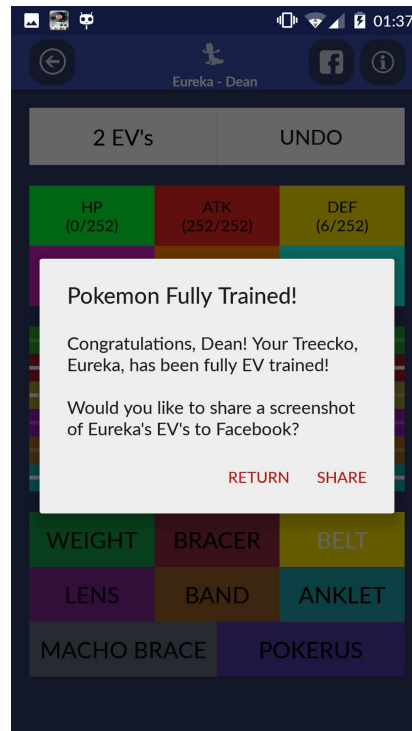
Click it to be brought to the New Pokemon menu. Here, you can set the Nickname, Owner and Species of the Pokemon that is being EV tracked. The Nickname and Owner must be 12 characters or smaller.



Upon entering, you will be brought to the EV Manager menu for the Pokemon you just created. In the top row, there is a drop-down menu which allows you to change the number of EV's gained per click, along with an undo button. The multicolored buttons above the progress bars add EV's for each stat upon clicking on them. The buttons will update every time an EV is added, along with a notification every time a button is clicked.

There is a progress bar for each stat, and it will grow as the EV count reaches closer to the maximum of 252. The buttons below the progress bars will highlight upon clicking, and represent the equippable items in-game which affect how many EV's are gained. Each Power item (Weight, Bracer etc.) gives 4 EV's in its respective stat every time a Pokemon is defeated or captured, while Pokenus and the Macho Brace double any EV gains. Only one item can be highlighted at a time, but Pokenus is not treated as an item in-game, meaning it can be highlighted along with another item.

The nickname and the owner along with a picture of the Pokemon are displayed in the toolbar, along with a return button, a Facebook share button and an info button. The return button brings the user back to the main menu.



The Facebook share button takes a screenshot of the EV's and allows the user to share it to their Facebook timeline along with a caption of their choice. The user is also asked whether they want to upload a screenshot when their Pokemon reaches 510 EV's.



The info button brings the user to the Options menu. Here, the user can see the total EV's gained to date by the Pokemon along with the option to reset all EV's or delete the Pokemon from the database. The multicoloured buttons act as the Vitamins which a Pokemon can take in-game to increase an EV by 10. These can be used until the stat reaches 100 or above. There are also two buttons which link to websites, the first being a guide to EV training in the two most recent Pokemon games and the second being a list of Pokemon by the amount of EV's they give when defeated or captured.



NEW POKEMON	
 Eureka 510/510	
Treecko	
Dean	
 Kentucky Fry 382/510	
Torchic	
Col. Sanders	
 Shellshocker 438/510	
Squirtle	
Indigo	
 Ember Desire 510/510	
Charmander	
Chris R	
 Scientist 4/510	
Mudkip	
Chris Martin	

The user can add and keep track of as many Pokemon as they wish. These are all accessible from the main menu. Their nicknames, species and owners along with their total EV count can be seen from this menu, alongside an icon of the Pokemon.