

Project Concept:

Intro:

PocketDex is intended to be an out of game replacement to the PokeDex in the Pokemon main series games that covers a far wider range of information. While the PokeDex is usually fine for newer players, intermediate and advanced players often need to look elsewhere for the information they require. Currently there are two major places this information comes from Bulbapedia, and Serebii. Bulbapedia has a major issue of hosting all information on a given pokemon on one page. While this is useful for general purposes, it can be annoying when using it as a PokeDex replacement as in that context you do not care about tv show appearances, abilities in other games, or anything else like that. Serebii is currently the largest website leaning fully into the idea of being a PokeDex replacement. Their information however can often be hard to read, spread across multiple pages, and organized seemingly randomly. The idea behind the PocketDex is to combine Bulbapedias way of sorting and presenting information, while only displaying what a player would want to see, similar to Serebii. It will also have more ways to filter for what pokemon you are looking for then Bulbapedia, Serebii, or the PokeDex.

Who is it for:

Intermediate pokemon players. Newer players would mostly get bogged down by information overload should they use it. In order to keep the page clean, things like height, weight, gender distribution, egg group, capture rate, classification, experience growth, and wild held items will be left out, which may alienate very experienced players.

File Format:

In a base design the PocketDex does not output anything. It does however take input in one of two ways. When information it does not have is called it will call PokeAPI to get the required information. After this is done it will then save that information as a JSON file to be loaded later should the information be called again. All of this information is saved and organized into folders so the user can easily track all of it.

UI:

The main window will have a listbox to display all pokemon, two combo boxes to filter by typing, and a text box to filter by name. When an item in the listbox is clicked a new page would appear showing more data on the chosen pokemon. Currently there are no plans to add UI to this screen.

Price:

If I were to put this product out I would likely make it free and ask for donations in some way, as that is the only way to stay competitive against bulbapedia and serebii who do the same.

Timeline:

Feb 18th: Have Design Document complete

Feb 27th: Display all pokemon on the main screen with working filters

Mar 6th: Have information displayed in second window

Mar 13th: Log information rather than calling API every time

Mar 18th: Finish any touch ups or reformatting of displays needed

Extra: Have it so clicking on an ability or move shows you the description for it

Project Sketch:

Main Window (replace ascii art for image of pokemon)

PocketDex

X

Pokemon Type:

Fire

v

Water

v

B

(͡° ͜ʖ ͡°)

BlipBlorp

Fire/Water

(͡° ͜ʖ ͡°)

Basadril

Fire/Water

(͡° ͜ʖ ͡°)

Borcos God of Chaos

Water/Fire

Pokemon Window (Not entirely sure if the colouring on the typing is possible in a listbox so may have to change it) (Also, the matchups tab will be less cramped, ran out of space in the app I was using to draw this)

Borcos Immortal God of Chaos

— □ X

Evolves From:

Brocos

Level 12

Evolves Too:

Bordos

Level 99

Borocos

Chaos Shard

Abilities:

Immortal

Locations:

Route 4000

Behind the house with Mr Miyamoto

SS Anne Bridge

Under the truck

Leveling Moves:

Level	Move	Type	Cati,	Pwr	Acc	PP
40	Obliterate	Grass	Physical	400	100%	20
50	End Him	Dragon	Status	—	40%	5

TM/TR Moves:

TM	Move	Type	Cati,	Pwr	Acc	PP
TM21	Rest	Psychic	Status	—	—%	10
TM23	Thief	Dark	Physical	60	100%	25

Type

Water

Fire

Stats

HP: 100	Attack: 100
Defense: 100	Sp. Atk: 100
Sp. Def: 100	Speed: 100

Matchups

Normal	1x
Fighting	1x
Flying	1x
Poison	1x
Ground	2x
Rock	2x
Bug	1/2x
Ghost	1x
Steel	1/4x
Fire	1/4x
Water	1x
Grass	1x
Electric	2x
Psychic	1x
Ice	1/4x
Dragon	1x
Dark	1x
Fairy	1/2x