Pokedex

Pokemon is a Japanese animated series with card games, video games, and other media based on it. It is set in a world inhabited by both humans and Pokemon, which are creatures based on real-life animals, however, Pokemon have abilities which allow them to be used for combat. Pokemon trainers set out to catch Pokemon in Poke balls and add them to their Pokedex, a storage device for Pokemon, their goal is to complete their Pokedex by collecting at least one of every Pokemon. When they have seen a Pokemon but not caught it, a silhouette of the Pokemon is displayed in an unused slot, once it is caught, the silhouette becomes a colour photo of the Pokemon. Different games have different versions of the Pokedex, with different available Pokemon. The Pokedex displays stats and info about each Pokemon including height, weight, species type, and a short description of it.

For this Pokedex, users will be able to create an account or log in, they can customise their display name, and have a full party of six Pokemon at one time, they can also switch out Pokemon in their party for others. When searching for Pokemon they will be able to search individually by ID or name, or for multiple by type, or other tags (returns first 100 results). Each search should display the colour photo for each Pokemon. Official artwork from Pokemon will be used for the images. Account-wise, users should be able to edit their username, password, display name, and have the option to make a new account, log out, and delete their account.

Features:

* Search for Pokemon
* View stats for each Pokemon
* Add seen Pokemon (silhouette)
* Add caught Pokemon (colour photo)

Assumptions:

* Will have to learn more Python libraries to add graphics
* Required libraries:
  + Tkinter
  + Pandas

Sub-Problems:

* Menu:
  + Log in
  + Sign up
  + Exit
* Account Settings:
  + Change display name
  + Change username
  + Change password
  + Delete account
* Pokedex:
  + View caught Pokemon
  + View seen Pokemon
  + Search individual Pokemon
  + Search multiple Pokemon
  + Add Pokemon (seen/caught)
  + Add Pokemon to party (max 6)
  + Remove Pokemon from party
  + Replace Pokemon in party