

Interview documentation (prototype)

Background and purpose

The project is about developing a tool for Pokémon players that combines:

- a team builder,
- a damage calculator,
- and an AI assistant that can answer questions and do analysis around team building and combat.

The purpose of the interview was to:

- Evaluate early mockups of the interface.
- Examine how an experienced user understands the structure and functions,
- and collect concrete suggestions for improvements to both design, functionality, and information structure.

Method

Participants

The interviewee has a great interest in Pokémon and experience using existing tools such as team builders and damage calculators. They are therefore close to the intended target group for the product.

Interview guide and structure

The interview was conducted as a semi-structured user interview using the think-aloud method:

- The participant was initially asked to think aloud, that is, to verbalize their thoughts as they looked at the interface.
- The interview was based on three main views of the prototype:
 1. Home / Login Page
 2. Teambuilder View with AI Assistant
 3. Detail View for an Individual Pokémon
 4. Damage Calculator
- After reviewing the views, more open-ended questions followed about overall impression, design, usability, and potential functions.

Two interviewers participated, asked questions, clarified when necessary, and followed up with open-ended questions.

Data collection

The interview was recorded as an audio file (approximately 33 minutes) and transcribed verbatim. The analysis in this documentation is based on the transcription.

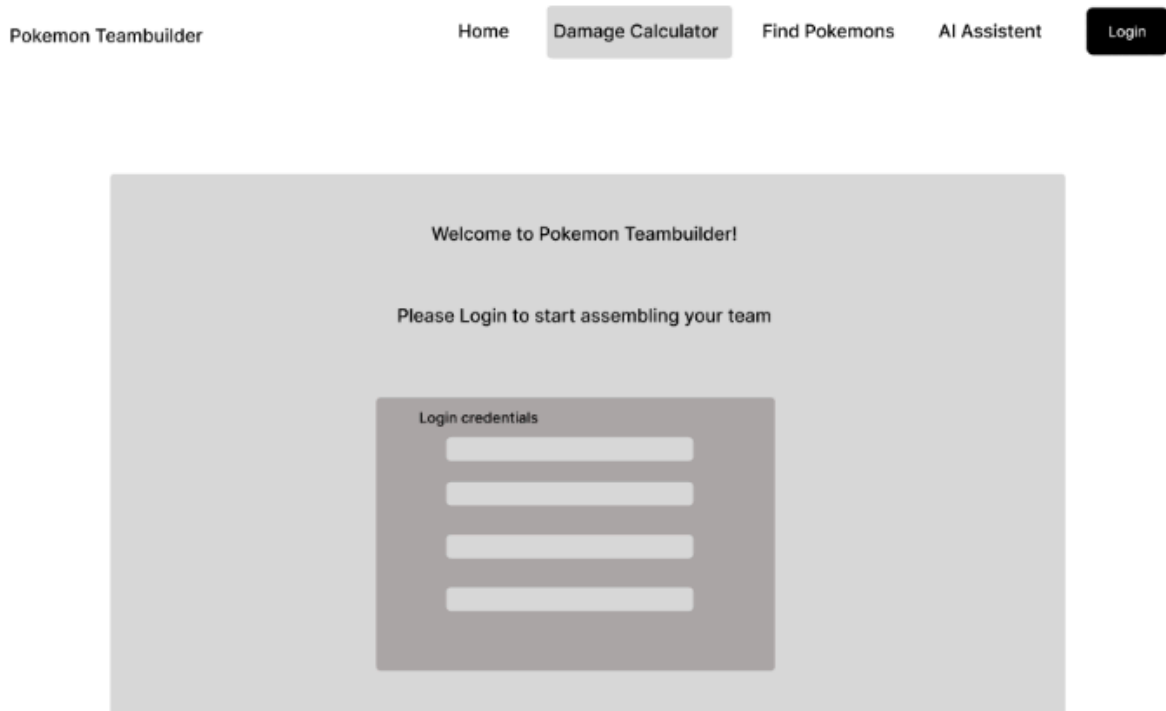
Implementation

Introduction

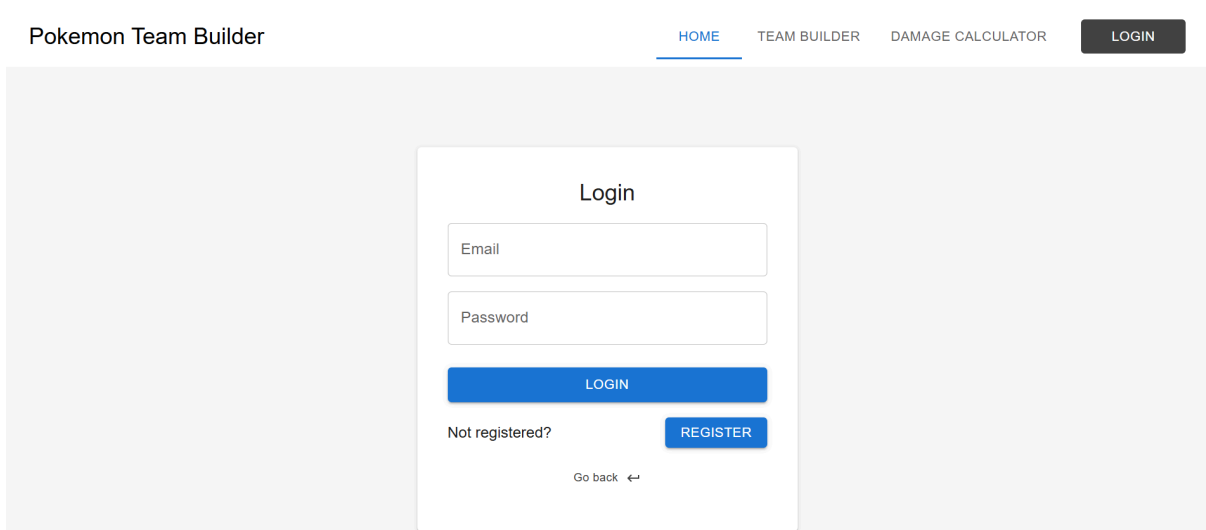
The interview began by establishing the interviewee's background (interested in Pokémon and understanding relevant concepts such as EVs, IVs, movepools, types, etc.). Then, the think-aloud method was explained, and the participant was asked to continuously say what they thought when they saw the different pages.

Home / Login Page

Before (Prototype):



After (Website):



The participant was first shown a mockup of the home page. They described:

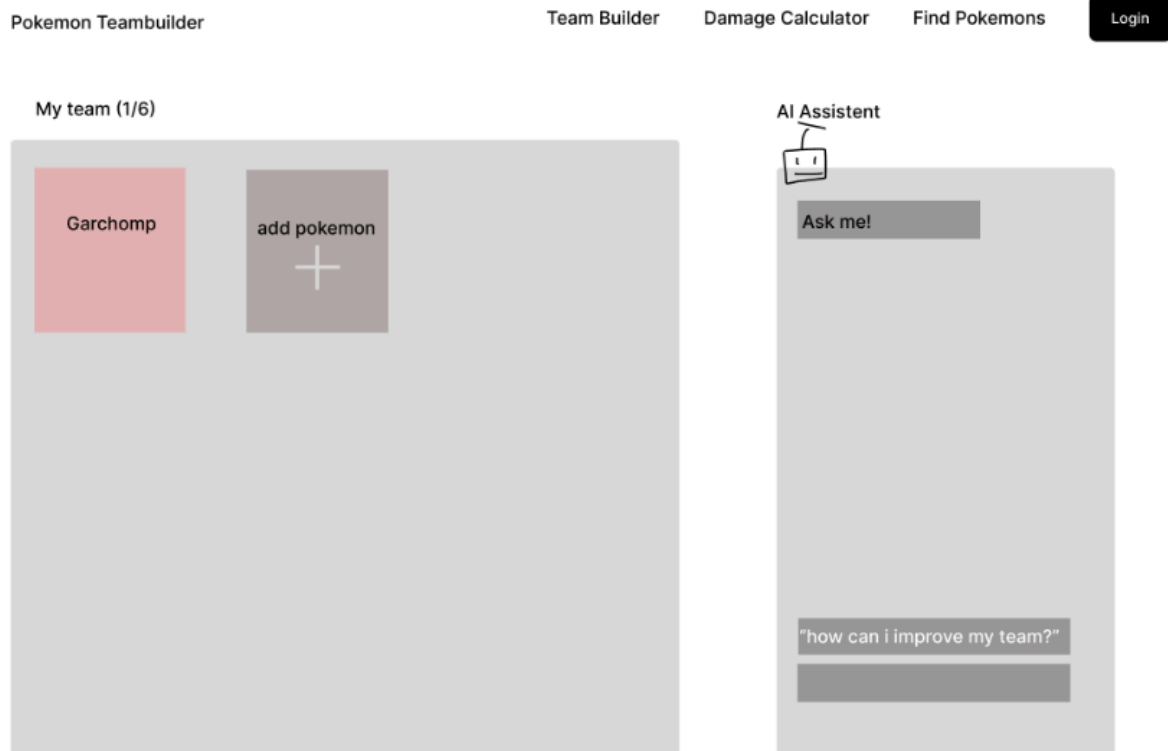
- a menu at the top with different sections (e.g., home, damage calculator, AI assistant),
- a login box in the middle with text fields,

Spontaneously, they thought to log in via the button in the top-right corner, but they were unsure whether that was the right interaction.

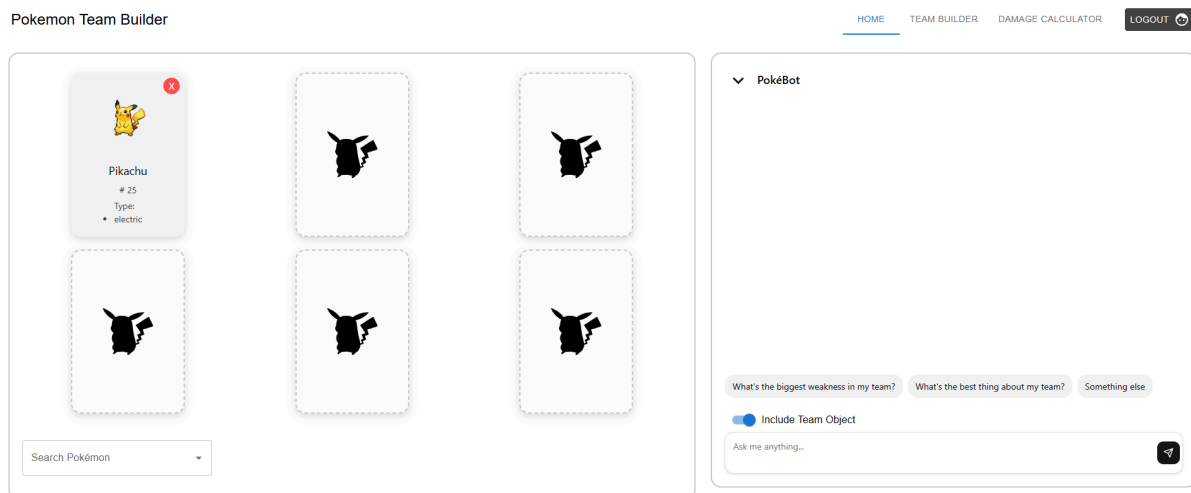
Teambuilder View with AI Assistant

Before (Prototype):

After (Website):



After (Website):



After the intended login, the team builder view was displayed:

- **Left side:** team overview with a box per Pokémon.
 - The participant expected to be able to click on a Pokémon box to see details.
 - To add more Pokémon, they would click on the “Add Pokémon” button.
- **Right side:** the AI assistant’s chat window.
 - They quickly understood that the upper part shows the dialogue and the lower part is an input box.

- However, they were confused by the presence of two text fields at the bottom of the assistant window and were unsure of their respective functions.
- **Top menu:** The participant noted that the menu did not feel entirely consistent with the previous view.
 - They were unsure where they were: are the team builder and the AI assistant on the same page or separate pages?

Detail View for an Individual Pokémon


Before (Prototype):

[Pokemon Teambuilder](#)
[Home](#)
[Damage Calculator](#)
[Find Pokemons](#)
[AI Assistant](#)

Login

Back to team builder

Pikachu



Level	Gender	Shiny	Tera Type
100	-	No	Electric

Move

Volt Tackle

Thunderbolt

Ability

Item

EV Statistics

205

75 HP

111 Attack

45 Defense

50 SpA

60 SpD

90 Spe

IVs

EVs

31		211
31		209
31		104
31		137
31		136
31		306

POKEbot

Previous Chats

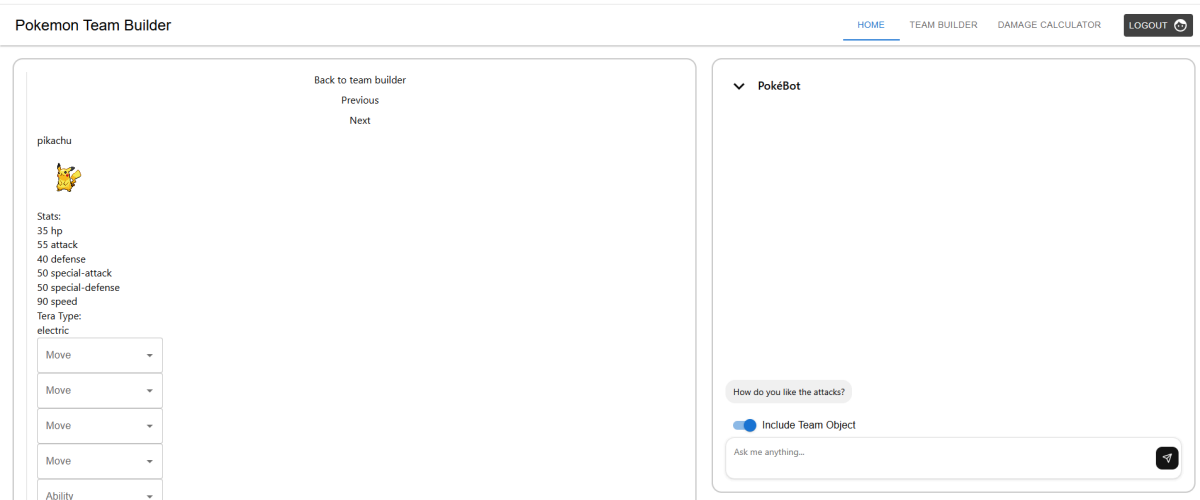
Welcome! Let's build your perfect Pokémon team — just tell me what you're aiming for!

Whats my current weakness?

What Pokemon should i add?

Type Your Prompt Here...

After (Website):



Then the detail view for an individual Pokémon was shown, where the left side contained the fields for the Pokémon's data, and the right side contained AI chat:

- **Left panel:**
 - Fields for level, tera-type, moves (four), ability, item, etc.
 - The interviewee suggested that it would be clear and visually pleasing with small icons:
 - icon for item,
 - icon or type symbol for each move.
- **Stats and EV/IV:**
 - Upper stat panel: some uncertainty about whether the numbers represented base stats or final stats.
 - Lower area: sliders for EV investments. They assumed that the lighter part of the bars corresponded to invested EVs in addition to the base values.
 - They pointed out that:
 - It was not explicitly stated next to each slider which stat it corresponded to (HP, Atk, Def, etc.),
 - thus the player had to know the standard order of stats or look up in the panel above.
 - They also wanted a **text box for EVs** to allow quick, accurate entry of specific values.
- **Interaction with moves/ability/item:**
 - As it looked, they perceived the fields as pure text boxes.
 - They assumed that in the final version, you want to show a menu of possible choices (e.g., a drop-down menu).
 - Suggestion: a small triangle at the edge to signal a drop-down, or another clear icon.
- **Right panel (AI):**
 - Described as very familiar, similar to e.g., ChatGPT or other chat-based services.
 - The participant found the format easy to understand: write in the box at the bottom, read both your own questions and AI answers in the upper part.

Damage Calculator

Before (Prototype):

[illegible]

After (website):

Pokémon Team Builder

Damage Calculator

Result

No calculation yet.

Field

Singles Doubles

None Electric Grassy Misty Psychic

None Sun Rain Sand Snow

Harsh Sunshine Heavy Rain Strong Winds

Magic Room Wonder Room

Gravity

Sword of Ruin Beads of Ruin Tablets of Ruin Vessel of Ruin

Side conditions

Attacker

Happying Hand Tailwind Flower Gift Power Trick

Power Spot Steady Spirit Battery

Defender

Happying Hand Tailwind Flower Gift Power Trick

Reflect Light Screen Frigid Guard Stealth Rock

3 Spikes 2 1 0 Protect Leech Seed Salt Cure Forewarn

Calculate

Pokémon 1 (Attacker)

Species

Move

Type 1

Type 2

Leave empty to use the Pokémon's default types.

Tera type

Level

50

Gender

N

Ability

Item

Nature

Status

IVs EVs Boost

HP

31

0

Attack

31

0

--

--

Defense

31

0

--

--

Sp. Atk

31

0

--

--

Sp. Def

31

0

--

--

Speed

31

0

--

--

Pokémon 2 (Defender)

Species

Type 1

Type 2

Leave empty to use the Pokémon's default types.

Tera type

Level

50

Gender

N

Ability

Item

Nature

Status

IVs EVs Boost

HP

31

0

Attack

31

0

--

--

Defense

31

0

--

--

Sp. Atk

31

0

--

--

Sp. Def

31

0

--

--

Speed

31

0

--

--

In the damage calculator view, the participant perceived two essentially identical panels:

- one for attacking Pokémon,
- one for defending Pokémon.

Each panel contained:

- an HP bar,
- rows for stats with columns that they interpreted as IV, EV, and possibly base/final stat,
- a row for the total.

They noted that total values are mainly interesting for certain stats (e.g., Speed and perhaps HP), and that one could consider how best to present them.

Middle panel:

- fields for level, terrain, weather, and other effects,
- a section for choosing an attack.
- At first, the interviewee thought there was both:
 - choice of attack,
 - and a history of previous calculations.
- They themselves suggested that a history section would be a very useful feature, since you often want to compare different scenarios without having to remember all the numbers.

upper blue square:

- Recognized the format from existing damage calculators.
- Understood that it summarizes:
 - details about the attacking Pokémon (move, item, EV/IV, etc.),
 - details about the defending Pokémon,
 - the result: damage in absolute numbers, percentage of HP, and number of hits required for KO.

User needs and expectations

During the interview, the interviewee gave examples of the type of questions they would like to ask the AI assistant:

- “What does this move do?” / “What does this ability do?”
- “How much Speed does this Pokémon need to outspeed X with Y in Speed investments?”
- “How much damage does this attack do to Pokémon X if I hold the Choice Band / other item?”
- “What types is my team weak against?” / “What attacks am I missing that cover certain types?”
- “Is my team too slow / too slow divided across speed tiers?”

In general, they saw great benefit in the AI assistant being able to:

- answer informatively (explain moves, abilities, types),
- make analytical calculations (damage calcs, speed comparisons, team weaknesses).

Overall impression

The interviewee expressed a very positive overall impression:

- The idea of combining team builder, damage calculator, and AI in one tool was described as “very fun” and “interesting”.
- They particularly highlighted the value for beginners, where there is a lot to learn both mechanically and strategically.
- Compared to his current workflow (e.g, Showdown for teams, Serebii for information, separate damage calculator), they appreciated that everything could be gathered in one place.

Design and usability aspects

What worked well

- **Overview in the team builder:** they found the overview of the team to be clear and that it was nice to have all the information “spread out wide across the screen”.
- **AI window:** The chat format was recognizable and easy to understand.
- **Visual style:**
 - Clean, black and white design,
 - rounded corners,
 - text fields with discreet darker backgrounds without hard edges.

Confusing aspects

Several recurring ambiguities were identified:

- **Top menu:**
 - Not entirely consistent between views.
 - Unclear where the user was (are you in the AI assistant, team builder, damage calculator, or a combination?).
- **Home page/login:**
 - Unclear what the login details boxes represented.
 - Unclear where the user should click to proceed (buttons, links, boxes?).
- **Team builder/stats detail view:**
 - The difference between base stats, invested EVs, and final stats was not clear enough.
 - The lack of labels on EV sliders made interpretation more difficult.
- **Multiple input boxes in the AI window:**
 - Two boxes at the bottom created uncertainty about their respective functions.

Suggested improvements for the project

Nedan listas centrala förbättringspunkter som kom fram i och till följd av intervjun.

Navigation and structure

- Make the top menu consistent across all views and clearly indicate:

- which page the user is on,
 - how to get to the team builder, damage calculator, and AI assistant.
- Clarify the flow:
 - login → team builder → detail view → damage calculator,
 - possibly with breadcrumbs or highlighted tabs.

Interaction design

- **Home:**
 - Clarify what the login boxes are (e.g., labels: username, password, etc.).
 - Clearly mark where the user should click to start (clear “Login” / “Start” button).
- **Teambuilder:**
 - Clear visual affordance that a Pokémon box is clickable (hover, icon, highlight).
- **Detail view:**
 - Add stat labels (HP, Atk, Def, SpA, SpD, Spe) directly at EV/IV sliders.
 - Add text fields for EVs for precise entry.
 - Make moves, abilities, and items clearly interactive as drop-down fields (e.g., small triangle).
 - Add small Pokémon icons for the entire team in the detail view, so you can quickly switch between different members without going back to the team builder.
- **AI window:**
 - Explain why there are two bottom boxes (or merge them if they don't serve a clear function).

Visual design

- Keep the clean black and white aesthetic, but:
 - increase the space between different cards/squares to avoid everything being edge-to-edge,
 - try thinner or lighter borders to get a softer impression.

Functionality

- **Game Versions:** Ability to select game version (e.g., Platinum, Sun & Moon) so that stats, moves, and rules are automatically adjusted.
- **Damage Calculator:**
 - Clearer distinction between base stats, EVs, IVs, and final stats.
 - Provide a built-in history that lists previous damage calculations, allowing the user to compare multiple scenarios.
- **AI Integration:**
 - Integrate concrete damage calculations into the AI dialogue (e.g., “how much damage does X do against Y?”) so that the user can ask freely without manually entering everything into the calculator.
 - Prepare AI prompts for typical questions: moves/abilities explanations, speed thresholds, team defensive weaknesses, etc.

Summary

The interview confirms that the project idea, to combine a team builder, a damage calculator, and an AI assistant in one tool, has great potential, especially for players who want to avoid switching between multiple external services. The participant quickly understood the basic concepts but pointed out shortcomings in clarity regarding navigation, stat presentation, and some interactions.

The most important next steps for the project are to:

1. Shrink the information structure and navigation (clear top menu, where am I?).
2. Improve interaction details (labels, drop-downs, EV input, fast switching between Pokémon).
3. Expand the functionality with version selection, possible damage history, and closer AI integration with calculations.

By addressing these points, the tool should become significantly more intuitive and powerful for the type of user that the participant represents.