

POKÉONE WEBAPP - MASTER PLAN

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2. Introduction

2.1. Baseline

PokéOne is a new MMORPG (Massive Multiplayer Online Role-Playing Game), which in content and gameplay is strongly based on the console games by Nintendo. The game is being developed by fans of the franchise using the game engine Unity, and is currently in the open beta phase. By now, the game already has several thousand active players from all over the world.

A small group of players form the team behind the “Unofficial PokéOne Guide,” who aim to gather and present a wide variety of useful information about the game to players. Currently, the information is stored and continuously updated in a Google Spreadsheet. The users of the guide directly access this spreadsheet in read-only mode, while the team is able to edit the spreadsheet.

2.2. Project Goal

The target of the PokéOneWeb project is to convert the current version of the Unofficial PokéOne Guide from a Google Spreadsheet to a Web Application, which keeps all the benefits of the Google Spreadsheet but improves on its drawbacks. Furthermore, additional features will be realised which were not possible before.

2.3. Motivation

The motivation to tackle this project resulted from the following points:

- The most notable drawback to Google Spreadsheets is that it is not possible to edit the spreadsheet once the amount of people viewing it exceeds 100 people. This is a situation that has been observed multiple times in the past, and it is very likely with the large player base. Thus the amount of people accessing the guide will only grow as the game moves towards completion. This may eventually lead to a situation in which the spreadsheet becomes no longer editable over prolonged periods of time.
- Google Spreadsheets only offers a limited amount of tools for layouting and styling information in an appealing and clear way.
- A few times, explicitly applied styling, such as cell borders appear differently in the editor view and the reader view, making the spreadsheet look malformed for the viewers.
- The spreadsheet can only be found if a user obtains the link from another player or a bot. The guide can not be found using Google or other browsers.
- Other fans have created their own websites for similar purposes as the Unofficial PokéOne Guide. These are usually easier to find and some are more visually appealing. In order to make sure that the Unofficial PokéOne Guide is not being supplanted and remains well-known among the players, a web application will be created.

2.4. Definitions and abbreviations

For explanations of the many terms related to PokéOne game concepts, please refer to the appendix.

2.4.1. Definitions

| | |
|---------------------|--|
| PokéOne | Fan-made game currently in Beta and available for Windows. Based on the console games made by Nintendo. |
| Google Spreadsheets | Web application by Google which allows editing and sharing of spreadsheets in browsers. |
| Player | Person, which plays the “PokéOne” game. |
| User, Visitor | Player which uses the PokeOne web application |
| Admin, Editor | Member of the Unofficial PokéOne Guide Team. Has permission to edit the data underlying the guide. |
| Discord | Instant-messaging tool which is used for communication among the Unofficial Pokéone Guide Team as well as players handing in feedback about the Guide. Discord is also the main communication tool for the PokéOne game and thus serves to make game-related announcements and allows Players to communicate with each other outside the game. |

2.4.2. Abbreviations

| | |
|--------|---|
| MMORPG | Massive Multiplayer Online Role-Playing Game. |
| NPC | Non-player character. Cf. Appendix 1. |
| FAQ | Frequently Asked Questions. |

3. Concept

3.1. Abstract

The PokéOneWeb App aims to ensure that the Unofficial PokéOne Guide remains the most useful external resource to the game PokéOne. This is to be achieved by making its primary quality, which is the high quality of the data gathered and presented, easier to access and use as well as offering new services that are not being offered by any other websites yet.

The range of features of the web application can be sectioned into two categories:

1. Porting of all the currently presented information in the Unofficial PokéOne Guide and rearranging it in a way that is feasible for a presentation as a website.
2. Adding new features, encompassing additional features that are expected to prove useful to the players of the game.

The first category of features has the clear priority.

Regarding the first category of features, the following qualities must be met:

- **Data maintenance must remain easy:** The team of the Unofficial PokéOne Guide consists mainly of persons which devote themselves to maintaining and extending the data. Generally they do not have profound website development skills and thus require a way to edit the data without any programming knowledge.
- **Efficient data maintenance:** Maintaining the data must remain easy as it is through a Google Spreadsheet.
- **Usability:** While an appealing layout and design are of utmost importance for this web application, it is very important that the data is presented in a way which allows efficient lookup and ease of access to the information for players like the Google Spreadsheet. A potential solution may be presenting some of the data in two ways, one of which being a rather bland, tabular format.

3.2. Sitemap

The following is a conceptual sitemap, putting all the sites in consideration into relation to each other.

Within this sitemap, the following color coding is used:

■ Porting of Existing Information and Features

■ New Features

■ New Nice-to-Have but Low Priority Features

- └ [/] Home Page
- └ [/regions] List/Overview of Regions
 - └ [/regions/<region name>] Region Details
- └ [/locations] List of All Locations
 - └ [/locations/<location name>] Location Details
- └ [/pokemon] Pokédex
- └ [/items] Item-Dex
- └ [/quests] Quest-List
 - └ [/quests/main/<region>] Main Story Quests
 - └ [/quests/side/<region>] Side Story Quests
 - └ [/quests/bounty/<region>] Bounties
 - └ [/quests/daily] Daily Quests
- └ [/faq] Frequently Asked Questions, Q&A
- └ [/guides] Main Page of General Guides
 - └ [/guides/<article name>] Wiki-like Guides
 - └ [/guides/<article name>/edit] Edit Article
 - └ [/guides/bosses] Guide about Boss Pokémon and Trainers
 - └ [/guides/headbutt] Guide about Headbutting
 - └ [/guides/rocksmash] Guide about Rock Smash
 - └ [/guides/evtraining] Guide about EV-Training
- └ [/bazar] Main Page of Bazaar
 - └ [/bazar/wts] Bazaar for Sell-offers
 - └ [/bazar/wtb] Bazaar for Buy-offers
- └ [/forums] Forums
- └ [/edit] Main Page of Editing Mode
 - └ [/edit/<region name>] Edit Page for All Location-related Data
 - └ [/edit/pokemon] Edit Page for All Pokémon-related Data
 - └ [/edit/items] Edit Page for All Item-related Data
 - └ [/edit/quests] Edit Page for Quest Data
- └ [/about] About the Guide Team, Credits
- └ [/profile] User Profile

3.3. Description of the Pages

3.3.1. Home Page

3.3.1.1. Abstract

The Home or Landing Page is the page which is seen when the base URL of the page domain is requested. This landing page needs to make a very good visual first impression which hooks new visitors and makes them explore the website in depth. On the other hand, for recurring visitors, it should offer the possibility to quickly look up any kind of information without having to spend a long time searching for it.

The former is mainly to be achieved by ensuring that the page layout and styling is appealing. For the latter, a “search everything” search box will be placed prominently on the landing page, which can browse the entire page’s contents for all kinds of key words.

3.3.1.2. Elements

- ☐ **Headline:** “Welcome to the Unofficial PokéOne Guide!”
- ☐ **Subtitle:** Brief description of what the page offers.
- ☐ **Large Textual Search Box:** Upon entering any text, a dropdown-list is displayed with suggestions as to which page may contain more information about the keyword searched. Keywords can be:
 - ☐ Pokémon names
 - ☐ Item names
 - ☐ Location names
 - ☐ Region names
 - ☐ Quest titles
 - ☐ Keywords out of a Guide or FAQ question, i.e. “Headbutt”
- ☐ **[Nice-to-Have] PokéOne Server Status Information**
- ☐ **Call-to-Action:** “Got a question? Please check our Frequently Asked Questions!”
 - ☐ Button with text: “Go to FAQ”
 - ☐ Button-click opens FAQ-Page
- ☐ **Call-to-Action:** “Found an error or something that’s missing in our guides?”
 - ☐ Button with text: “Click here!”
 - ☐ Button-click toggles a container which has two form fields and another button in it:
 - ☐ Text field (1 row): “Your Username (optional):”
 - ☐ Text area: “Your Feedback:”
 - ☐ Button with text: “Submit Feedback”
 - ☐ Button-click submits form and saves feedback
- ☐ **Call-to-Action:** “Want to support us and help us out with this page? Hook up with us on our Discord Server!”
 - ☐ Button with text: “Join our Discord!”
 - ☐ Button-click opens URL: <https://discord.gg/Vhe8Rcp>

3.3.2. Regions

3.3.2.1. Abstract

The regions overview is an intermediary page which does not hold a lot of information. It's main purpose is only to populate the `/regions` URL endpoint. Thus its only content is direct links to the region detail subpages (cf. below).

There are currently two regions available in the game: Kanto and Johto. A third one (Unova) is being worked on and is being expected by January 2019.

3.3.2.2. Elements

- ❑ Three large buttons/clickable tiles
- ❑ Captions: "Kanto," "Johto," or "Unova"
- ❑ Button-click redirects to the respective subpage
- ❑ While Unova is not yet available: Button is disabled and has additional caption "Coming soon!"

3.3.3. Region Detail Page

3.3.3.1. Abstract

The region detail page shows all relevant information about a certain region ("Kanto", "Johto" or "Unova"). However, as most information about the game world is connected to certain locations, not a lot of information remains for the regions as a whole.

The centerpiece of the page is a complete screenshot of the ingame map of the entire region. Upon page loading, the map is zoomed out so that it can be seen in its entirety. The user can interact with the map in a Google-Maps style, i.e. zooming and panning the map.

Information that is bound to the region as a whole will include mainly which key NPC's are located where.

3.3.3.2. Elements

- ❑ Display of the entire ingame map of the respective region
- ❑ Map can be zoomed in/out and moved/panned
- ❑ Every location has a label with its name
- ❑ When hovering over a location, the area making up the region is highlighted
- ❑ When clicking on a location, the respective location detail page is opened
- ❑ List of key NPC's which appear in each region, along with the location they can be found at:
 - ❑ Move reminder
 - ❑ Move deleter
 - ❑ Egg move tutor
- ❑ [Nice-to-Have] Search box similar to the search box on the landing page, but only searches through information linked to region or locations of this region.
- ❑ [Nice-to-Have] When searching for Pokémon, the locations in which they appear are highlighted.

3.3.3.3. Conceptual Inspiration

(Taken from Pokémon Diamond/Pearl official guide book)



3.3.5. Location List

3.3.5.1. Abstract

The location list page is a rather bland and densely packed list of all locations. This page is a pretty direct port of the “Spawns and Items” sheets of the Unofficial PokéOne Guide. It is intended for quick look up of location-related data.

The page content has a tab for every region, and within that a list of all location names. All information beside the name is hidden. If a list entry/location name is clicked, a container shows the detail information from the “Spawns and Items” sheet. Locations may consist of multiple parts, which are all summed up as the same entry in the location list. For example, the location name/list entry “Mt. Moon” would expand into multiple sections, titled “Mt. Moon,” “Mt. Moon B1F,” and “Mt. Moon B2F.”

3.3.5.2. Screenshot Unofficial PokéOne Guide

Note: Not all columns are shown.

[illegible]

3.3.5.3. Elements

- ☐ Content area has tabs (“Kanto,” “Johto,” and one for each Event) with separate content inside it
- ☐ Alternative to tabs: Collapsed/collapsible sections
- ☐ In each tab is a list/table listing all location names of the respective region
- ☐ The list is ordered as given in the Unofficial PokéOne Guide (roughly along the storyline)
- ☐ Each entry has a button which opens the separate detail page of the location

- ❑ Clicking on any list unfolds a container with tabular data
- ❑ Structure/columns as given in the Unofficial PokéOne Guide (“Spawns and Items” sheets)
- ❑ Clicking on a Pokémon species name opens the species’ detail page

3.3.6.Location Detail Page

3.3.6.1. Abstract

The location detail page displays the information of the “Spawns and Items” sheets of the Unofficial PokéOne Guide, however, instead of all locations on one page, only one location is displayed at once (compare locations list page above).

One table lists all Pokémon species which can be obtained within this location, very similar to the the Spawn-related columns in the spreadsheet. In a separate table, all items that can be found here are listed, along with whether they are hidden or not, and a description of where exactly they are or how they can be obtained. Additionally, a list of trainers and tutors exists, where applicable.

The page is enriched by the ingame map of the location, which behaves like Google Maps in terms of interactivity. Using this map, the information contained in the “Rock Smashes” and “Headbutts” sheets are also contained within these location pages by marking these points of interest on the map. At the edges, where the location borders another location, a matching marker is placed. Further interactivity is possible, but not crucial. See elements list below for more information.

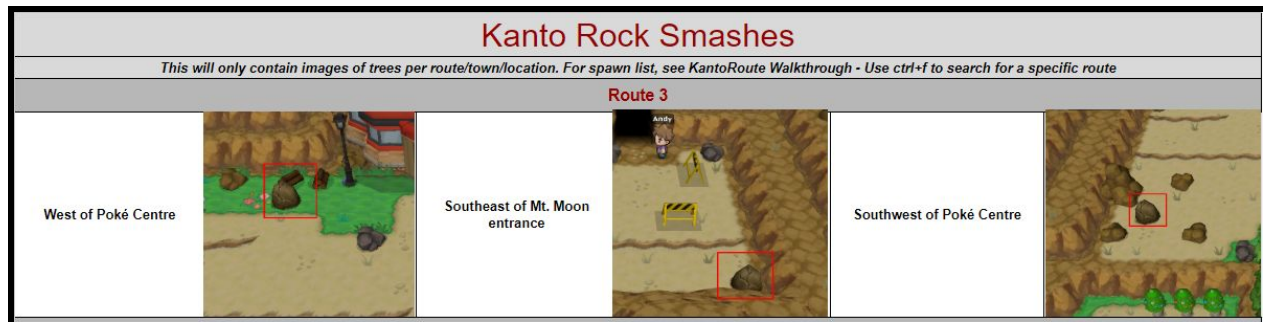
Certain locations consist of multiple parts, which are sensible to display on the same page. Examples can be multi-part caves, towers with multiple floors, or cities and houses’ interiors. In that case, markers are placed which indicate where the various parts are connected with each other. Each location part gets its own spawns, items, and NPC’s table.

3.3.6.2. Screenshots Unofficial PokéOne Guide

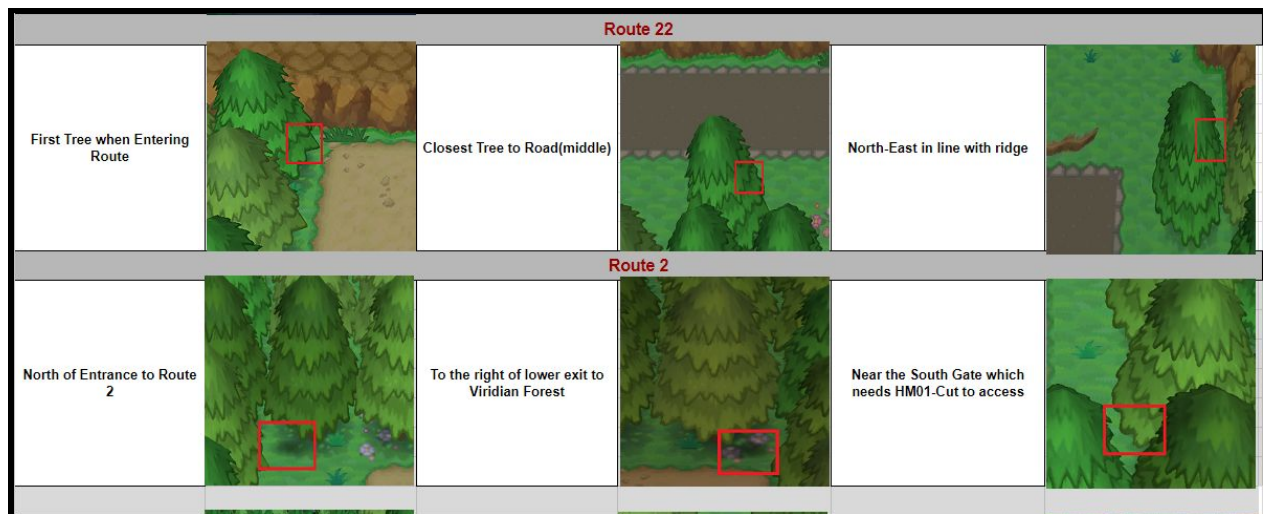
Sheet: Kanto Spawns and Items

| Cerulean City | Pokémon | Time | Method | Rarity | Notes | Items | | Trainer |
|---------------|-----------|------|----------|-----------|---------------------|---------------|---|----------------------|
| | Jynx | Any | Trade | Guarantee | Trade for Poliwhirl | | | Tom (Gym) |
| | Tentacool | Any | Surfing | Common | | Super Potion | Hidden, in bush at fence at north edge of city | Nerd Jenkins (Gym) |
| | Magikarp | Any | Fishing | Common | | | | Swimmer Silvia (Gym) |
| | | | OR GR SR | | | Rare Candy | Hidden, below tree near parasol | Swimmer Diana (Gym) |
| | Gyarados | Any | Fishing | Uncommon | | | | Misty (Gym Leader) |
| | | | OR GR SR | | | Rare Candy | Hidden, in rock, behind Josh's House | |
| | Krabby | Any | Fishing | Common | | | | |
| | | | OR GR SR | | | Rare Candy | Hidden, in yellow flower bush below NPC Joe | |
| | Slowpoke | Any | Fishing | Common | | | | |
| | | | OR GR SR | | | Potion | Hidden, fridge in Justin's House | |
| | Horsea | Any | Fishing | Common | | | | |
| | | | OR GR SR | | | Poké Ball | Hidden in plant in Lola's House | |
| | Psyduck | Any | Fishing | Common | | | | |
| | | | OR GR SR | | | Bike | Quest (Requires Bike Voucher) | |
| | Hoothoot | Any | Headbutt | Common | | | | |
| | Pinco | ? | Headbutt | ? | | | | |
| | | | | | | Super Potion | Granny's House (Talk to Friendly Fred to be let in) | |
| | | | | | | TM55 - Scald | Quest (Gym Leader) | |
| | | | | | | Tiny Mushroom | Quest (From May to April) | |
| | | | | | | Big Mushroom | Quest (From May to April) | |

Sheet: Kanto Rock Smashes



Sheet: Kanto Headbutts



3.3.6.3. Elements

- ☐ Display of the entire locations' ingame map
- ☒ [Nice-to-Have] Different page layout depending on shape of location map
- ☐ Map can be zoomed in/out and moved/panned
- ☐ Map has labels for:
 - ☐ Headbutt trees
 - ☐ Rock Smash rocks
 - ☐ Items (hidden and non-hidden)
 - ☐ Neighbouring locations - Clicking opens the respective location detail page
 - ☐ Important NPCs, Tutors
 - ☐ Fruit trees (Berry trees/Apricorn trees)
- ☐ Table of Pokémon spawns, sorted by methods
 - ☐ Species: Which species spawns - Clicking opens Pokémon detail page

- ❑ Method: Where to catch it (Grass, Surf, Fish, Headbutt, Rock Smash, etc.) or how to get it (Trade, Gift, etc.)
- ❑ Time of Day: During which times of day the Pokémon spawns
 - ❑ Icons for Morning ("M"), Day ("D"), Evening ("E"), and Night ("N") - Hovering over one of these icons shows the exact ingame timespan corresponding to the respective time.
 - ❑ Rarity: "Common," "Uncommon," "Rare," "Very Rare," or "Mythical"
 - ❑ [Nice-to-Have] If at some point enough data has been collected on a location regarding Pokémon spawns, replace rarity description with percentage value (i.e. chance to encounter this Pokémon is 13%)
 - ❑ Notes
- ❑ Table of Items
 - ❑ Item name
 - ❑ [Nice-to-Have] Hovering over item name shows item description.
 - ❑ Hidden: yes/no
 - ❑ Placement description
- ❑ Table of Trainers
- ❑ Table of Useful NPCs
- ❑ List of Quests related to location
- ❑ [Nice-to-Have] When hovering over an entry in the items list, the respective item is highlighted on the map and vice versa, Similar for NPCs
- ❑ [Nice-to-Have] When hovering over an entry in a Pokémon's spawns list, the respective spawn area is highlighted (i.e. Headbutt trees, grass patches, water areas)
- ❑ [Nice-to-Have] Trainer NPCs have information about what Pokémon they use in fights (if information has been gathered) and how much XP and reward money they yield
- ❑ [Nice-to-Have] EV yield table
 - ❑ For every spawn point potentially relevant for EV-Training (i.e. Grass, Surf, etc.) the **average EV yields per hour** are displayed.
 - ❑ These values would be calculated as following: For every Pokémon spawning the species-related EV yield for each stat is multiplied by this Pokémon's rarity, and then summed up. The sum is then multiplied by an empirically determined value for how many encounters one can complete per hour.
- ❑ [Nice-to-Have] Pokémon-Counter
 - ❑ Motivation: Pokémon spawn rarities are very wild guesses. This feature should help getting statistically usable data regarding rarity by allowing all players to log their encounters. For every species spawning there is a Button "+1" that can be clicked to signify "I have encountered this Pokémon." Along with the species counter, the global encounter count and encounter count for the session are displayed. The challenge consists of determining which user input is "reasonable."
- ❑ [Nice-to-Have] Artwork to fill potential empty space, i.e. artwork of significant Pokémon species appearing in this location

3.3.6.5. Conceptual Inspiration

(Taken from Pokémon Diamond/Pearl official guide book)

ROUTE 208

Route 208 besteht aus gefährlichen, steilen Bergstraßen und einem grasbewachsenen Gebiet mit vielen Bäumen. Geh am Kraterberg vorbei und weiter nach Osten, bis nach Herzhofen. Unterwegs kommst du am Haus des Beerenmeisters vorbei, der dir jeden Tag eine Beere schenkt.

BENÖTIGTE ATTACKEN, UM DAS AREAL ABZUSCHLIESSEN

ZERTRÜMMERER

SURFER

KRAXLER

KASKADE

ERHÄLTICHE ITEMS

BEIM ERSTEN BESUCH

| | |
|---|---|
| <input type="checkbox"/> X-Tempo | <input type="checkbox"/> Ein Pokéball |
| <input type="checkbox"/> Nanabeere x2 | <input type="checkbox"/> Himmlibeere x2 |
| <input type="checkbox"/> Morbbeere x2 | <input type="checkbox"/> Sananabeere x2 |
| <input type="checkbox"/> Eine Pokétech-Funktion: Beerensucher | <input type="checkbox"/> Spiritkern |

NACH DEM SIEG IN DER SONNEWIK-ARENA

☐ Carbon

IM GRAS

| POKÉMON | M | T | N |
|----------|---|---|---|
| Enton | ○ | ○ | ○ |
| Bidiza | ○ | ○ | ○ |
| Meditie | ○ | ○ | ○ |
| Machollo | ○ | ○ | ○ |
| Bidifas | ○ | ○ | ○ |
| Zubat | ○ | ○ | ○ |

IM WASSER

| POKÉMON | ERSCHEINT |
|---------|-----------|
| Enton | ○ |
| Entoron | ○ |

ANGELN

| ANGELRUTE | POKÉMON | ERSCHEINT |
|-----------|----------|-----------|
| Angel | Karpador | ○ |
| Profangel | Karpador | ○ |
| | Schmerbe | ○ |

HAUS DES BEERENMEISTERS

| | |
|-------------|-----|
| Wachmulch | 200 |
| Feuchtmulch | 200 |
| Stabilmulch | 200 |
| Neumulch | 200 |

Bidifas
Normal-Wasser

Fähigkeiten:

- Wankelmut
- Unkenntnis

3.3.7. Pokédex/Pokémon-List

3.3.7.1. Abstract

Originally, the Pokédex is the ingame tool to hold information about all existing Pokémon species. Similarly, this list shows all existing Pokémon species, along with the most important information that is required to filter for Pokémon species with specific qualities.

This page is also the port of the “Pokémon List” sheet of the Unofficial PokéOne guide, although some of its information is put into the detail page as it is not relevant for filtering.

Thus, this page mainly consists of a table of Pokémon species entries. The table should have the option to sort by any of the columns (wherever sensible), and each column should be able to hold a filter/search term.

Clicking on an entry opens the detail page about the species.

3.3.7.2. Screenshot Unofficial PokéOne Guide


| | | |
|----------------------|--|---|
| #Obtainable: 377 | | Number of Pokémon which can be obtained |
| #Obt. (Account): 365 | | Number of Pokémon which can be obtained on one Account. Equal to the a |
| #Visible: 413 | | Number of Pokémon which can be marked as "seen" (or caught) in the Pok |
| #Trade only: 14 | | Number of Pokémon which can not be caught currently and need to be trad |
| #Unobtainable: 432 | | Number of Pokémon which cannot be obtained in any known way |

| Dex # | Name | Obtainable | Kanto | Johto | Methods |
|-------|------------|------------|-------|-------|--|
| 1 | Bulbasaur | YES | 1x | | NPC Gift |
| 2 | Ivysaur | YES | 1x | | Evolve Bulbasaur (Lv. 16) |
| 3 | Venusaur | YES | 1x | | Evolve Ivysaur (Lv. 32) |
| 4 | Charmander | YES | 1x | | NPC Gift |
| 5 | Charmeleon | YES | 1x | | Evolve Charmander (Lv. 16) |
| 6 | Charizard | YES | 1x | | Evolve Charmeleon (Lv. 36) |
| 7 | Squirtle | YES | 1x | | NPC Gift |
| 8 | Wartortle | YES | 1x | | Evolve Squirtle (Lv. 16) |
| 9 | Blastoise | YES | 1x | | Evolve Wartortle (Lv. 36) |
| 10 | Caterpie | YES | X | X | Catch |
| 11 | Metapod | YES | X | X | Catch, Evolve Caterpie (Lv. 7) |
| 12 | Butterfree | YES | X | X | Catch (Johto), Evolve Metapod (Lv. 10) |
| 13 | Weedle | YES | X | X | Catch |
| 14 | Kakuna | YES | X | X | Catch, Evolve Weedle (Lv. 7) |
| 15 | Beedrill | YES | X | X | Catch (Johto), Evolve Kakuna (Lv. 10) |

3.3.7.3. Elements

❑ Counts:

- ❑ **#Obtainable:** Sum of all species that are in any way obtainable in PokéOne

- ❑ #Obtainable (one account): Sum of how many Pokémon can be obtained on one account (highest possible “caught” count in the ingame Pokédex)
- ❑ #Visible: Sum of how many Pokémon can be obtained + seen
- ❑ #Trade only: Sum of Pokémon which can only be gotten through trading with another player
- ❑ #Unobtainable: Sum of all Pokémon which can not be obtained - Visible only is also counted as unobtainable
- ❑ Table with the following columns:
 - ❑ Pokédex number (should be able to hold a number up to four digits)
 - ❑ Sortable (numeric)
 - ❑ Searchable (numeric values)
 - ❑ Sprite (small image of Pokémon)
 - ❑ Species name
 - ❑ Sortable (alphabetically)
 - ❑ Searchable (partial string matching)
 - ❑ Typing: Every species has either one or two elemental types - The types are usually presented as badges with a unique color (i.e. )
 - ❑ NOT sortable
 - ❑ Searchable: Dropdown which allows selecting one type. All Pokémon which have this type as primary or secondary type are shown.
 - ❑ Ability 1: Primary ability of this Pokémon - Has a tooltip with the description/effect of the ability
 - ❑ Ability 2: Secondary ability (only available for certain species) - Has a tooltip with the description/effect of the ability
 - ❑ Hidden Ability: Has a tooltip with the description/effect of the ability
 - ❑ Abilities can be searched by, however, there is only one search box for all Primary, Secondary, and Hidden Ability - Searching for any ability (partial string matching) shows all species with matches in any of these columns
 - ❑ Obtainable: Whether the Pokémon can be obtained in PokéOne or not
 - ❑ Data point is one out of the following, and when hovering over shows a tooltip:
 - ❑ YES (Tooltip: “This Pokémon can be obtained”)
 - ❑ NO (Tooltip: “There is no known way to obtain this Pokémon currently.”)
 - ❑ VISIBLE ONLY (Tooltip: “This Pokémon cannot be obtained, but can be marked as “seen” in the Pokédex.”)
 - ❑ TRADE ONLY (Tooltip: “This Pokémon is currently only obtainable through trading with another player.”)
 - ❑ Sortable
 - ❑ Searchable/filterable (dropdown)
 - ❑ Total Base Stats: Sum of all base stats
 - ❑ Sortable
 - ❑ Identified by cell colors: for good stats green, for bad ones red, cf. <https://www.smogon.com/dex/sm/pokemon/slaking/>
 - ❑ Attack, Special Attack, Defense, Special Defense, HP, and Speed Base Stats (one column each)
 - ❑ Sortable

3.3.8. Pokémon Detail

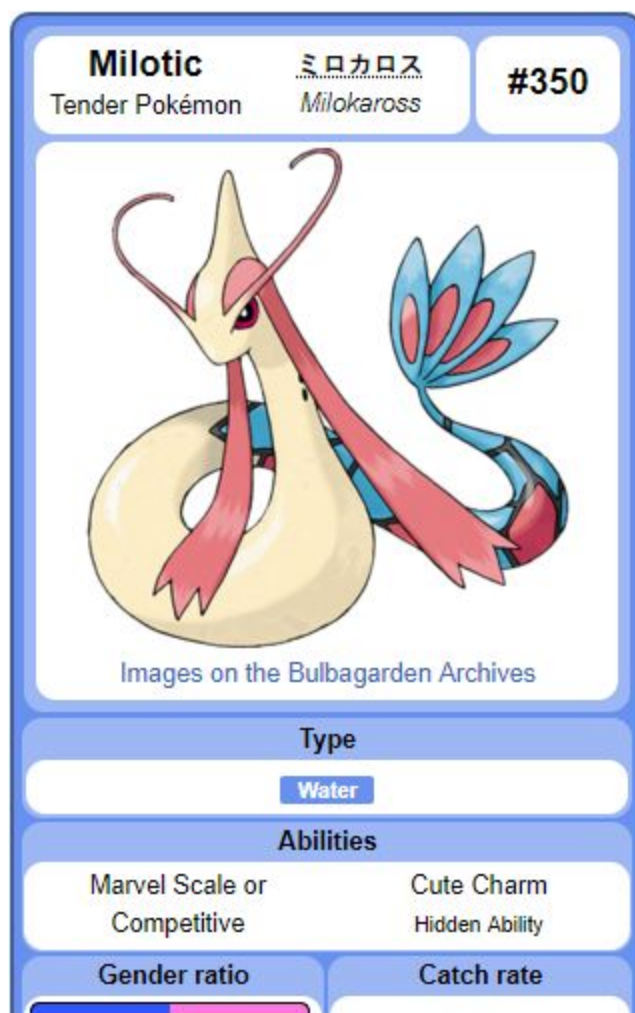
3.3.8.1. Abstract

The Pokémon detail page shows detailed information about one Pokémon species. However, only information that is relevant for playing PokéOne is displayed.

The page has three sections, i.e. three columns for three different kinds of information. The first section is generic information about the Pokémon, i.e. name of the species (in multiple languages), types, and abilities. In the second section, information is displayed which only applies to PokéOne, such as where the Pokémon can be found and which moves it can be taught in PokéOne. The third section holds information which is mainly crucial for competitive battles against other players. This includes the base stats of the Pokémon (along with a qualification whether these stats are good or bad compared to other species), the best natures for this Pokémon, and/or a list of builds for the PokéOne metagame.

3.3.8.2. Conceptual Inspiration

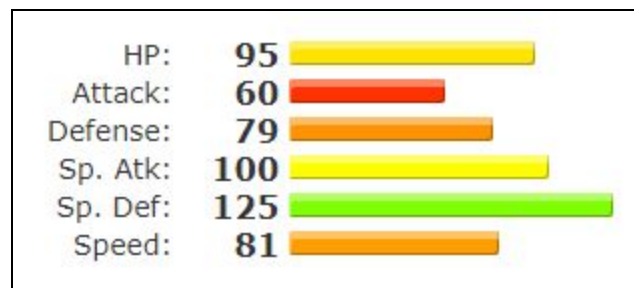
Taken from [https://bulbapedia.bulbagarden.net/wiki/Milotic_\(Pok%C3%A9mon\)](https://bulbapedia.bulbagarden.net/wiki/Milotic_(Pok%C3%A9mon))



3.3.8.3. Elements

- ❑ Three sections - On large screens three columns, on small screens three sections below each other
- ❑ Every section has a distinct color
- ❑ “Species” section:
 - ❑ Artwork of the Pokémon
 - ❑ [Nice-to-have] Shiny artwork
 - ❑ Name in English, German, etc.
 - ❑ Abilities with description as tooltip
 - ❑ Evolution chain (if applicable)
 - ❑ EV yield
- ❑ “PokéOne” section:
 - ❑ Prominently: Is the Pokémon available (banner with “YES” + green or other state, cf.3.3.7.3.)
 - ❑ Table of locations/methods the Pokémon can be obtained - For each row includes Location, Times of Day, Rarity, and the possibility to add a short note (i.e. “once every Friday”)
 - ❑ Link/Button to the Bazaar: “Search for this Pokémon on the Bazaar”
 - ❑ Learnset (List of moves the Pokémon can learn) - The list is the list of the Generation VII console games, however, certain moves may be marked in red and be crossed out signifying that this move is currently not obtainable on this Pokémon in PokéOne, i.e. because a matching move tutor is missing. The list has multiple separated sections:
 - ❑ By Level-Up
 - ❑ [Nice-to-have] Moves that can be learnt by Level-Up by (pre-)evolved forms only
 - ❑ By TM/HM
 - ❑ By Breeding (Egg-move tutor)
 - ❑ By Tutor
 - ❑ [Nice-to-have] Search function / filter for Learnset:
 - ❑ Physical/Special/Status moves only
 - ❑ Order by damage
 - ❑ Filter by type
- ❑ “PvP” section:
 - ❑ Base stats + horizontal bar diagram with coloring:

(Screenshot: <https://www.smogon.com/dex/sm/pokemon/milotic/>)




- ❑ Type defense: List of which attacking types inflict 4x, 2x, 1x, 1/2x and 0x times damage
- ❑ “Hunter’s Guide”: List of most popular natures and abilities

- ❑ Builds that are sensible for the PokéOne metagame

(Screenshot: <https://www.smojon.com/dex/sm/pokemon/milotic/>)

Physically Defensive

Move 1: [Scald](#)
Move 2: [Recover](#)
Move 3: [Haze](#)
Move 4: [Refresh](#) / [Ice Beam](#)

Item:  [Leftovers](#)
Ability: [Marvel Scale](#)
Nature: [Bold](#)
EVs: 252 HP / 252 Def / 4 SpD

3.3.9. Item-Dex

3.3.9.1. Abstract

The Item-Dex shows a list of all items of the Pokémon universe. The only items not included in this list are key items that do not appear in PokéOne. There may exist items which only appear in PokéOne. The items are put into categories. The item list generally holds two information: What is the purpose of a specific item and where it can be found. An item can be found through multiple ways (finding it laying around, buy it, get it as gift or reward, etc.).

3.3.9.2. Elements

- ❑ Tabs or sections corresponding to the item categories as seen in the item bag in PokéOne:
 - ❑ General
 - ❑ Pokéball
 - ❑ Medicine
 - ❑ TM/HM
 - ❑ Berries
 - ❑ Hold
- ❑ List of item types with the following information:
 - ❑ Name
 - ❑ Description/effect
 - ❑ How to obtain it: Loosely structured text:
 - ❑ "Route 1, Route 7" → Clicking on location name opens location detail page)
 - ❑ "Reward from NPC Youngster Joey" → Clicking on NPC name opens location detail page of location where the NPC stands
 - ❑ "Gift from NPC XY"
 - ❑ "Buy from any PokéMart for \$300"
 - ❑ "Buy in Celadon or Goldenrod Department store for \$1000"
 - ❑ "Quest: What Friends Are For!" → Clicking on quest name opens location detail page where quest trigger is located
 - ❑ "Buy from Celadon Game Corner for 1000 coins"
 - ❑ Multiple obtain methods may appear

3.3.10. Quest-List

3.3.10.1. Abstract

Quests are small tasks for the player to complete. Quests have a trigger (talking to an NPC, entering a location, or completing another quest), a location in which they take place, and a reward (Trainer XP and/or Pokédollars). The main quests build the main storyline. Side quests represent storylines beside the main story. Dailies are recurring, location-unbound quests and bounties are recurring quests which take place in certain locations.

3.3.10.2. Screenshots Unofficial PokéOne Guide

| Main | | | | |
|--------------------|--|----------------|-------------|---------------|
| Name | Description | From | Location | Reward |
| The Pokémon Prof. | Find Professor Oak in his Lab! | Pallet Town | Pallet Town | 50EXP |
| First Battle | Find Gary | Prof. Oak | Pallet Town | 100EXP/Potion |
| Trainer on Route 1 | Challenge Joey on Route 1 | Gary | Route 1 | 50EXP/\$100 |
| Trainer on Route 1 | Challenge Sherman and Nancy on Route 1 | Youngster Joey | Route 1 | 50EXP/\$100 |

| Daily | | |
|-------------|-------------------------------|-------------|
| Name | Description | Reward |
| Challenger | Participate in Battles (0/20) | 70EXP/\$700 |
| Berries | Loot berry tree (0/4) | 30EXP/350 |
| Bounty Hunt | Complete Bounties | 40EXP/\$500 |
| Hunter | Catch a Pokemon | 20EXP/\$300 |

| Bounty | | | | | | | | | |
|--------|---------------|------------------------------|----------------------|------------------------------------|-----|-------------|------------|-----------|------|
| Region | Town Name | Bounty | Quest Name | Quest Description | Exp | PokeDollars | Difficulty | Constant? | Note |
| Kanto | Viridian City | Challenge Joey on Route 1 | Challenge Joey | Challenge Joey on Route 1 (0/1) | 40 | 300 | Very Easy | Yes | Same |
| Kanto | Viridian City | Challenge Nancy on Route 1 | Challenge Nancy | Challenge Nancy on Route 1 (0/1) | 40 | 300 | Very Easy | Yes | |
| Kanto | Viridian City | Challenge Sherman on Route 1 | Challenge Sherman | Challenge Sherman on Route 1 (0/1) | 40 | 300 | Very Easy | Yes | |
| Kanto | Viridian City | Challenge Yolo on Route 2 | Challenge Yolo | Challenge Yolo on Route 2 (0/1) | 40 | 300 | Very Easy | Yes | Same |
| Kanto | Viridian City | Defeat Mankey on Route 22 | Defeat Mankey | Defeat Mankey on Route 22 (0/5) | 40 | 450 | | Varies | |
| Kanto | Viridian City | Defeat Mankey on Route 22 | Defeat Mankey | Defeat Mankey on Route 22 (0/4) | 32 | 360 | Easy | Varies | |
| Kanto | Viridian City | Defeat Mankey on Route 22 | Defeat Mankey | Defeat Mankey on Route 22 (0/3) | 24 | 270 | | Varies | |
| Kanto | Viridian City | Defeat Pidgey on Route 1 | Defeat Pidgey | Defeat Pidgey on Route 1 (0/5) | 40 | 450 | Easy | Varies | |
| Kanto | Viridian City | Defeat Pidgey on Route 1 | Defeat Pidgey | Defeat Pidgey on Route 1 (0/4) | 32 | 360 | | Varies | |
| Kanto | Viridian City | Defeat Pidgey on Route 1 | Defeat Pidgey | Defeat Pidgey on Route 1 (0/3) | 24 | 270 | | Varies | |
| Kanto | Viridian City | Defeat Rattata on Route 1 | Defeat Rattata | Defeat Rattata on Route 1 (0/5) | 40 | 450 | | Varies | |
| Kanto | Viridian City | Defeat Rattata on Route 1 | Defeat Rattata | Defeat Rattata on Route 1 (0/4) | 32 | 360 | Medium | Varies | |
| Kanto | Viridian City | Defeat Sentret on Route 1 | Defeat Sentret | Defeat Sentret on Route 1 (0/2) | 30 | 300 | | Varies | |
| Kanto | Viridian City | Defeat Sentret on Route 1 | Defeat Sentret | Defeat Sentret on Route 1 (0/1) | 15 | 150 | | Varies | |
| Kanto | Viridian City | Defeat Spearow on Route 22 | Defeat Spearow | Defeat Spearow on Route 22 (0/3) | 36 | 450 | | Varies | |
| Kanto | Viridian City | Defeat Spearow on Route 22 | Defeat Spearow | Defeat Spearow on Route 22 (0/2) | 24 | 300 | Very Easy | Varies | |
| Kanto | Viridian City | Defeat Weedle on Route 2 | Download Battle Data | Defeat Weedle on Route 2 (0/1) | 40 | 300 | Very Easy | Yes | Same |

3.3.10.3. Elements

- ❑ Separate pages for each quest type:
 - ❑ Main quests (seperate pages for Kanto and Johto)
 - ❑ Side quests (separate pages for Kanto and Johto)
 - ❑ Bounties (separate pages for Kanto and Johto)
 - ❑ Dailies (region-unspecific)
 - ❑ Table on each page, similar to “Quests” and “Bounties” sheets.
 - ❑ [Nice-to-Have] If applicable, links to previous and following quests → Creating storylines
 - ❑ [Nice-to-Have] Tables sortable (i.e. by XP reward)

3.3.11. FAQ

3.3.11.1. Abstract

Simple page listing frequently asked questions. The page is moderated by admins, i.e. no questions can be asked here as people would be too lazy to first search for the answer on the other parts of the website, or questions would be too specific to qualify as frequently asked question. New questions can be asked through the instant-messaging app Discord.

3.3.11.2. Elements

- ❑ List of questions - Answers are collapsed and open upon clicking on the question.
- ❑ Questions and answers are purely textual (no images), however, links should be possible to refer to other parts of the website
- ❑ Button which is only visible for logged-in admins “Add new question”:
 - ❑ Opens a popup into which a question and answer can be entered - “Save” button adds the question to the list.
- ❑ [Nice-to-Have] Full-text search to search for keywords (in questions and answers)
- ❑ [Nice-to-Have] Embed of Unofficial PokéOne Discord which allows asking a new question to Discord directly from the website (using a bot?)
- ❑ If the above won't work:
 - ❑ Button that opens the Unofficial PokéOne Guide discord channel in Discord Web in new tab

3.3.12. Guides

3.3.12.1. Abstract

While most other pages display tabular data, the guide pages are for flow-text based information and (especially) explanations. Guides can, for example, be explanations of the less obvious game concepts (i.e. “How to use headbutt”), or detailed information about other game mechanics (i.e. detailed information about bosses, listing what moves the bosses use, what items the bosses drop, and so on). Each guide should be in a simplified wiki style which allows adding new pages right from the website as well as editing. To avoid the potentially immense moderation work of an open wiki, only admins can add and edit each guide.

The feature of being able to edit and create new posts through the webapp has a lower priority than the porting of existing information. Thus the guides on Bosses, Rock Smash and Headbutt may be created as simple, static pages without possibility of editing them, and the wiki-functionality may be postponed.

3.3.12.2. Screenshot Unofficial PokéOne Guide

| LUGIA | | | Lugia (Psychic/Flying) | | | | | |
|--|--|--|------------------------|--|--|--|--|--|
| Location: Waterfall Cave (Whirl Island) | | | Moves: | | | | | |
| Picture | | | Rain Dance | | | | | |
| Requirement: Return to Elm after the 8th Gym, Tidal Bell, Silver Wing | | | Extrasensory | | | | | |
| Common Rewards | | | Starting level: 70 | | | | | |
| Rewards | | | | | | | | |
| EXP and Dollars to be confirmed | | | | | | | | |
| Unique Rewards | | | | | | | | |
| Trainer EXP = Lugia's level x5 | | | | | | | | |
| Pokédollars = Lugia's level x50 | | | | | | | | |
| Various Gems | | | | | | | | |
| Various TMs | | | | | | | | |
| Various Berries | | | | | | | | |
| Various Apricorns | | | | | | | | |
| X Items | | | | | | | | |
| Notes: | | | | | | | | |
| You need to fight a Ritual (Double) battle to two NPCs named "Feebas" and "Magikarp" | | | | | | | | |
| The level for the calculating for Trainer EXP and Pokedollars is the level of Lugia | | | | | | | | |

3.3.12.3. Elements

Overview/guide landing page:

- ☐ Overview/list of guide articles
- ☐ [Nice-to-Have] Search function
- ☐ Visible only if admin is logged in: Button "New Guide Page" that opens create page
- ☐ [Nice-to-Have] (Maybe later as soon as there are a larger number of guides): Categories

Display page:

- ☐ Display of a guide page - Guide consists mainly of text and basic HTML elements such as images, tables, lists, and basic formatting
- ☐ Visible only if admin is logged in: Button "Edit" that opens respective edit page

Edit/create page:

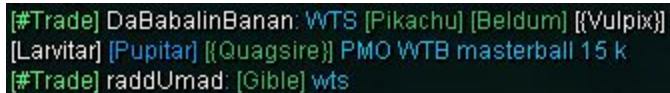
- ☐ Title of the Guide → will be used as URL
- ☐ [Nice-to-Have] Title image that is displayed in overview page
- ☐ Simple forum-like text editor that uses a markup language, i.e. HTML, Markdown, or BBCode
- ☐ In edit mode, loads previous version's text for editing
- ☐ Basic elements: Images, tables, indents, center text, bold, italic, underline, text color, paragraphs, lists, enumerations, and URLs - Images through URLs
- ☐ [Nice-to-Have] Image upload function
- ☐ Buttons that generate the respective tags
- ☐ [Nice-to-Have] Possibility to switch between editor where markup is rendered and edited by buttons only, and mode where markup can be edited directly
- ☐ Proper validation of markup, i.e. HTML tag whitelist.
- ☐ Button to save changes

3.3.13. Bazaar

3.3.13.1. Motivation and Baseline

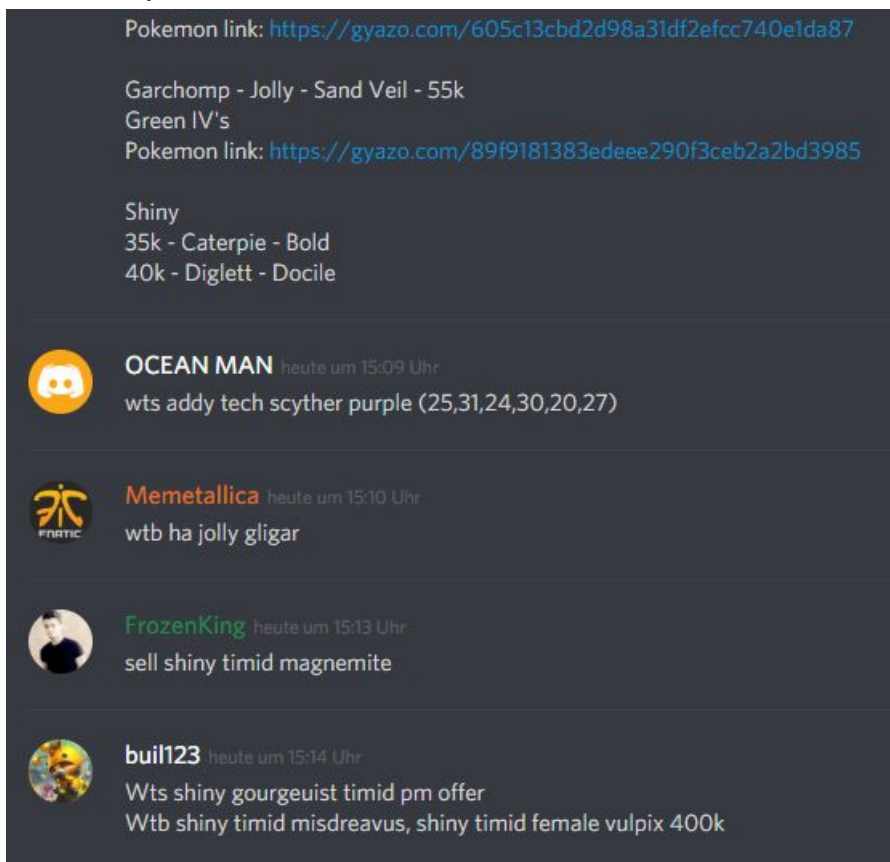
PokéOne is an online multiplayer game with the possibility to trade and sell things for ingame currency. In fact, trading items and Pokémon is a very vital aspect of the game as it is one of the ways to interact with other players. However, the game does not really provide any practical means that could help to bring potential buyers and sellers together, although such functionality is still planned to be added. The most common ways which people try to buy or sell something includes the following:

- Use the in-game #Trade channel.



[#Trade] DaBabalinBanan: WTS [Pikachu] [Beldum] [{Vulpix}]
[Larvitar] [Pupitar] [{Quagsire}] PMO WTB masterball 15 k
[#Trade] raddUmad: [Gible] wts

- Use the in-game map chat (chat which is restricted to certain parts of the game world). Certain locations have emerged as makeshift “trade hubs” where most people gather to yell out buy and sell offers.
- Use the #buy-sell-trade chat on the official PokéOne Discord.



- Make Google Spreadsheets or even simple websites to present offers, then promote the link to the spreadsheet or website repeatedly in the #buy-sell-trade Discord chat. Such “shops” include:
 - <https://docs.google.com/spreadsheets/d/1bfUvYqsbcnPOjhC8j-t4mV-CWB6T37yj0oellwcLx8s/edit#gid=0>

- <http://pcshop.getenjoyment.net/>
- <https://docs.google.com/spreadsheets/d/1mNd95-aUwpreWPhB3RF-pBux48m72225EEI/Fl44eoa8/edit#gid=0>
- <https://imgur.com/a/yj6oxN7>
- https://docs.google.com/spreadsheets/d/1ITNfXL8MeTkJRP2JNBZ1eBeNht8kDJpq_qT8vaxfzB8/edit#gid=0
- https://docs.google.com/spreadsheets/d/1EgdwHCuPyRcWOYxzasoM4duVtuV_yl6bAuH1visW1NU/edit#gid=0
- <https://docs.google.com/spreadsheets/d/15N56nsDZewopKaUhdXEalTOavz9z0N9gFaulhjLoLA8/edit#gid=108916908>
- <https://docs.google.com/spreadsheets/d/1wtzs5pd6z5pUK-BtKW4pSDNBsnx47RyyCIGVB4s5Xt8/edit#gid=0>
- <https://black-market4.webnode.com/>

None of these ways make it really easy to buy or sell things efficiently, nor with a good chance to actually manage to buy or sell the sought after object.

The existing options have the following problems which this Bazaar concept attempts to resolve:

- The offer is only shortly visible and can not be found anymore afterwards (in-game chats). This causes the need of constantly repeating the offer which takes a lot of effort and in busy times just results in spam where it gets even harder to spot an individual offer. It's very unlikely that a matching buyer and seller are watching these chats at the same time and a trade actually happens.
- In Discord the offers are persistent, but the tool still is an instant-messenger which is not intended for long-lasting conversations. Discord offers a full-text search which can help to find a specific offer. But with the number of external shops increasing, this search misses a large part of the offers. Arranging a transaction takes some luck and patience due to potentially different time zones of buyer and seller, and it being unclear whether the offer still stands at the point of investigation.
- The custom shops are restricted by the fact that only the shop owner can add offers. While they can organize their offers in tables, it still takes a lot of luck to find exactly what one needs, especially Pokémon. Furthermore, the link to the shop needs to be constantly re-posted to Discord as the Google Spreadsheet links can not really be memorized, and due to most players only occasionally buying things, not many do bookmark such shops.

3.3.13.2. Abstract

The bazaar aims to be a platform where players of the PokéOne game can sell and buy items and Pokémon as efficiently and with an as high as possible chance of successful transactions. As there is no way of connecting to the game and actually execute or track a transaction, this comes with some difficulties. Trading in PokéOne is always one of three kinds:

- WTS - "Want to sell": A player has a specific item or Pokémon that he wants to sell against ingame currency ("PokéDollars").
- WTB - "Want to buy": A player wants to buy a specific item or Pokémon for ingame currency.

- WTT - “Want to trade”: A player wants trade an item or Pokémon against something of equal worth / interest which is also an item or Pokémon. As such constellations arise very rarely this type of trade is not supported in the bazaar.

For both WTS and WTB there is a separate page.

The WTS page is straightforward page where offers of items and Pokémon are listed that can be bought.

For **Selling Items** this is very easy as items only appear in one “configuration”. So the only relevant variables for items are what item it is (“name”) and the selling price. Additionally, players may want to choose to sell multiple instances of the same item, so bulk selling and buying should be possible for items. Many players also want to sell multiple different items at once, so another nice feature would be to make it possible to add multiple items with respective counts and prices in one go, i.e. by showing a list of all items and for each having a counter / box to enter the amount being sold and the price per item.

For **Selling Pokémon** however, there are a lot more variables than just the species. Properties of a Pokémon that may be of interest include the following:

- Species
- Ability
- Nature
- Shiny yes/no
- IV's (individual values and overall quality)
- EV's
- Moveset / whether the Pokémon is PVP-ready
- Gender
- Price
- Original Trainer (OT)

All of these qualities need to be able to be specified when creating the offer and need to be able to be filtered by. Most of these may however be left unspecified if the seller chooses so. However, more thoroughly filled in offers have a higher chance of being sold. Sellers may also want to add a screenshot of their Pokémon's specifications, which consist of four screens, of which not all may be of interest though. Other than items, Pokémon are always sold individually. Offers may also have predicates which point out and/or sum up the most relevant qualities. Predicates may for example be “Any”, meaning only the species matters (i.e. “Any Milotic”) or “PVP-ready”, meaning the Pokémon should be EV-trained and have a sensible set of moves. The price may not be specified, which would mean that the buyer should make an offer for the price. However, this is discouraged as it adds extra complexity to the trading process.



The WTB page serves for players who did not find what they were looking for in the WTS to voice their interest in buying something. This may lead to players specialising themselves on “hunting” specific Pokémon in order to sell them to players who voiced interest in buying them, given the bazaar manages to work reliably. The WTB page also supports items and Pokémon, with similar variables as above. Not specifying a specific property of a Pokémon is interpreted as this property being irrelevant to the buyer. A price may be specified to name the budget the buyer has.

Both pages have powerful search and filtering abilities.

The Bazaar faces multiple big challenges:

1. Outdated offers.

Problem: Players may submit an offer but then stop being active and thus not being reachable to fulfill the transaction, OR a transaction takes place and the respective offer is not taken down afterwards.

Solutions:

- Every offer has an indication on when it was last refreshed / updated. “Fresher” offers are showing up more prominently than others. An offer can be refreshed in two ways:
 - When the offer is created
 - For the seller there is a button “Update my offers” which opens a pop-up that lists all offers of this player. In the pop-up he sees all his currently active offers. He can then review and uncheck the offers that are no longer relevant. The unchecked offers get deleted and all others are refreshed.
- After a fixed, longer timespan, i.e. one month, every offer is deleted automatically, irregardless of whether it was refreshed or not. This is to avoid players refreshing all offers all the time without reviewing them.
- Weekly E-mail to seller, if he has open offers which have not been refreshed since a week, asking him to review his offers.

2. **Difficult to arrange trade**

Problem: A buyer sees a WTS offer he's interested in. He now needs to somehow arrange that he and the seller are online and in-game at the same time to complete the trade.

Solutions:

- a. Sellers need to be logged in and have a profile. In that profile they can enter contact information through which they can be messaged by potential buyers. Contact channels could be:
 - i. Discord: Seller specifies his Discord account number/name. The buyer can then click a button to open the Discord Webapp, log into his own Discord and contact the buyer. Either the Discord-name of the seller is just revealed, or, if possible, the webapp can initialise the conversation directly.
 - ii. On-site inbox: The seller has an inbox on the WebApp. If the buyer is logged in, a two-way conversation can be started.
- b. The seller can specify in his profile in which timezone he lives and when he usually is / can be online. The offers show whether the user may be online right now.
- c. Some way that the seller can set whether he is online / available currently. Maybe Button "Show as online" with 15 minute time-out, and when the timer is about to run out, show a desktop notification.

3. **Fake offers and spammers**

Problem: People entering fake offers to spam the platform, or just entering very sought after objects without actually selling them.

Solutions:

- a. The refresh- and auto-delete mechanisms explained above can constantly make fake offers outdated and eventually be deleted.
- b. Rating system for sellers: Buyer can upvote or downvote the seller depending on whether the offer could be completed successfully. Problem: Fake ratings, spam. Maybe a system where sellers can only be upvoted and the seller can generate a verification code which the buyer can use to upvote him. Problem then: Users creating two accounts and upvoting himself.
- c. Favoring offers which provide a screenshot of the Pokémon (limited proof of the Pokémon actually being available)

3.3.14. *Forums*

Similarly to the problems laid out in the motivation for the bazaar, there is no place to conduct discussions which can easily be found again at a later point in time. Thus a forum may have a lot of potential. However, the idea strongly depends on whether the Unofficial PokéOne Guide wants to invest the effort that is required to moderate such a forum.

3.3.15. *Edit pages*

3.3.15.1. Abstract

The edit pages serve for editing the tabular data directly through the web application. To access these pages, the user must be an admin and logged in. As a requirement for the webapp is that editing the data must be comparably easy to the Google Spreadsheet. For that reason, in order to be able to be able to

edit multiple datasets at once, editing is not done through typical web forms, but instead the data is presented as an editable table that looks similar to the Google Spreadsheet.

However, all this is optional / nice-to-have. Alternatively, the data can be edited directly in the Google spreadsheet, and admin can then click an “Update” button somewhere which imports the Google Spreadsheet into the database.

3.3.15.2. Elements

- ❑ Separate page for each kind of dataset:
 - ❑ Locations including spawns, items, NPC's and quests (equivalent to current “Spawns and items” sheets. One page per region.
 - ❑ Quests: separate page per location and quest type (cf. Quest list above)
 - ❑ [Nice-to-Have] Location Interaction placement: Not tabular, but instead the map of a specific location is shown. On this map the various location interactions can be placed by dragging markers to the right spot on the map. Markers lock to the coordinate grid of ingame coordinates. Location Interactions include:
 - ❑ NPCs
 - ❑ Headbutt spots
 - ❑ Rock Smash rocks
 - ❑ Berry / apricorn trees
 - ❑ Portals
- ❑ Cells / data points that have been edited are marked / highlighted
- ❑ Option to add a new or delete an existing location/spawn/item/quest
- ❑ Save button: Opens a modal dialog which prompts the user to enter a summary of what he changed.
- ❑ Only the edited fields are updated.
- ❑ Edit page is locked so that only one editor at once can edit the data to avoid corrupt data.

3.3.16. About / Credits

3.3.16.1. Abstract

Simple static page displaying the following kinds of information:

- About the PokéOne Guide team: Names of contributors. Button / Link “Join Us” which opens the Discord WebApp with the Unofficial PokéOne Guide Channel.
- Credits for foreign work: PokéAPI, Image credits, Copyright notice of Nintendo / Pokémon
- Technical ramblings (technologies used to build the website)
- Privacy / Terms of use in order to conform to GDPR (General Data Protection Regulation) / DSGVO

3.3.17. User profile

3.3.17.1. Abstract

The PokéOneWeb app includes the possibility to register and login. This is mainly required for the Bazaar so that the offers can be associated with a specific user, and furthermore to enable admin-only functions. The profile page can be used to manage one's user account and set preferences for the Bazaar

3.3.17.2. Elements

- ☐ Possibility to change password
- ☐ Possibility to set Bazaar preferences:
 - ☐ Contact info (Discord)
 - ☐ Time zone
 - ☐ Online times
- ☐ [Nice-to-Have] Account manager: Many players have a multitude of accounts. An idea would be providing a tool to manage these accounts by storing a bunch of information per account, such as:
 - ☐ Account name / login name
 - ☐ Story progression
 - ☐ Checklist, which per-account unique items and Pokémon have been obtained
 - ☐ Function to show oneself as currently online.
 - ☐ Plain notes (Danger: people entering their account passwords as notes)

4. Design considerations

The current Guide in the form of a Google Spreadsheet is used by many players, even though it's layout is not all too appealing. However, now when creating a web application we enter an area where there are rivalling other websites to establish against:

- <https://poketwo.com/>
- <https://pokeoneguide.com/>
- <https://pokeone.me/>
- <http://pokeone.wikia.com/wiki/Home>
- <https://www.rp-community.de/index.php?mod=users&action=home>
- <https://pokeoneguide.wordpress.com/>

For that, an appealing design is key.

The target audience and demographics are generally older than for the original console games. For that reason the design should not be only childish but have a good amount of formality and especially look professional. Still the playful aspect should still be respected in the layout.

The colors of the layout should work around the currently in-use PokéOne logo:



Appendix 1: PokéOne Game Mechanics

PokéOne is strongly based on the console games series “Pokémon” by Nintendo. The original Pokémon games are singleplayer role playing games. PokéOne adapts most of the game concepts and extends them by additional features, most notably making the game an online multiplayer game. More precisely, PokéOne adopts most features and mechanics of the Pokémon games “Sun” and “Moon”, also referred to as “Generation 7”.

The Pokémon world

The world the entire world is set in is separated into so-called regions. Each region encompasses a main storyline. At the very start of the game, the player can choose in which region he wants to start. He will eventually be able to also play in the other regions, however completing the main story of the starting region needs to be completed first.

Currently, two regions are available in PokéOne: Kanto and Johto. A third one, Unova, is expected to be released in early 2019. The regions encompass multiple smaller and larger cities which are connected by routes. The routes are enumerated, starting with Route 1 in Kanto and Route 29 in Johto. However, enumeration may be region-specific, as it may happen with Unova. So it has to be reckoned that in the future there will be two routes named “Route 1”, one in Kanto and one in Unova. Additionally, the world may feature all kinds of other locations, such as caves, mountains, lakes, forests and so on.

The locations themselves are populated with NPCs (Non-player characters). Some are passive and can only be talked with, other may challenge the player to a Pokémon battle once his line of sight is entered. Furthermore, all kinds of items are placed within the locations, some of which are not actually visible, and require to i.e. interact with a seemingly uninteresting rock or similar to obtain the item.

Pokémon

Pokémon are creatures which sometimes look similar to animals, sometimes not. They can be encountered as wild (unowned) Pokémon when entering an area which can spawn Pokémon, such as patches of tall grass, caves, or bodies of water. Other methods of wild encounters include fishing, which can be done with three different types of fishing rods (old rod, good rod, super rod), headbutting and rock smashing. Headbutting is done by teaching a Pokémon the move “Headbutt” and then interacting with certain trees on the map. Similarly, Rock Smashing is done by teaching a Pokémon the move “Rock Smash” and using that on specific rocks.

Once a Pokémon has been encountered, it can usually be caught using Poké Balls. Some Pokémon may be rather hard to encounter or catch, as some appear only very rarely compared to other species. This is often expressed by categorizing these spawns by rarity, which can be “Common” for Pokémon that appear very often, “Uncommon”, “Rare” or even “Mythical” for Pokémon that can be encountered very rarely only. Furthermore, some species only appear during certain daytimes. Ingame, the phases “morning”, “day”, “evening” and “night” exist, while one full ingame day is around as long as one fifth of a real day/night cycle.

A Pokémon always belongs to one species of Pokémon. The Pokédex item is a tool to list all these species and provide information to each of them. Currently, 809 different species of Pokémon exist in the Pokémon universe, of which about half are currently obtainable in PokéOne. Some Pokémon have the ability to evolve, which is the process of a Pokémon turning into another species. Some Pokémon can

even evolve more than once, or may be able to evolve into different species depending on conditions such as the gender of the Pokémon. All possible evolutions a species is part of is called an Evolution Chain.

Pokémon have many characteristics, some of which are the same for each Pokémon of the same species, and some that may be different for each specific Pokémon.

Battling and Pokémon battle characteristics

The core gameplay feature are Pokémon battles. Battles can be against a wild Pokémon, the Pokémon of an NPC (then called a Pokémon Trainer), or other players. The first two kinds are sometimes referred to as **PVE**, “Player versus Entity”, the latter as **PVP**, “Player vs. Player”, or “Competitive Battling”.

When battling, each participant may lead a team of up to six Pokémon into battle. There are many factors that determine the outcome of such a battle, most of which are related to the qualities of the individual Pokémon.

Stats: The central quality of a Pokémon are its so-called Stats. There are six stats which each Pokémon has which determine, how well a Pokémon can execute attacks and how well it can defend itself against enemy attacks. Every attack which inflicts damage is either a physical attack or a special attack. When a physical attack is executed, the attacking Pokémon’s Attack stat is used to determine the strength of the attack, and the defending Pokémon’s Defense stat controls how much damage is actually taken. For special moves, the Special Attack and Special Defense come into play instead. A third type, called “status moves” does not inflict direct damage, but instead boosts or decreases a stat, or has other tactically useful effects.

All the stats are:

- **Attack (ATK):** Determines the strength of physical attacks.
- **Defense (DEF):** Determines the defense effectivity against physical attacks.
- **Special Attack (SPA):** Determines the strength of special attacks.
- **Special Defense (SPD):** Determines the defense effectivity against special attacks.
- **Speed (SPE):** Determines which Pokémon can move first in the current turn.
- **Health Points (HP):** How many health point the Pokémon has. As soon as the HP reach zero, the Pokémon is defeated.

For each stat a Pokémon has a value, usually the higher that value is, the better the Pokémon is in that aspect. The stat values actually used in the battle are composed of multiple factors:

- **Base stats:** Every species of Pokémon has distinct base stats. These base stats are usually the factor which determines the function of a species in competitive battling, i.e. Pokémon with a high Attack stat will most often be used with physical attacks, while Pokémon with high Defense, Special Defense and HP will be designed to be able to take in as much damage as possible.

Species with overall low base stats will be used much more rarely in PVP, or not at all.

Slaking



Type: Normal
 Abilities: Truant
 Tier: Untiered

| | | |
|----------|-----|-------------|
| HP: | 150 | <div></div> |
| Attack: | 160 | <div></div> |
| Defense: | 100 | <div></div> |
| Sp. Atk: | 95 | <div></div> |
| Sp. Def: | 65 | <div></div> |
| Speed: | 100 | <div></div> |

- IV's:** Short for "Individual values". Describe the "talent" of a Pokémon. Every Pokémon has an IV value for each stat which reaches from 0 to 31. The value is directly added to the base stats. In most cases, Pokémon with overall high IV's are strongly preferred and a lot more valuable. In PokéOne, the name of a Pokémon is colored to specify the overall IV quality. The colors are grey (very bad IV's), white, green, blue, purple and golden (excellent IV's).
 IV's are determined upon obtaining the Pokémon. In PokéOne they can be changed by resetting them, which costs a rather large amount of ingame currency, thus making Pokémon with very good IV's very valuable, on one hand due to the low chance of catching Pokémon with good IV's, on the other due to the amount of ingame currency involved in getting good IV's.

FinrodAmandil's Pokémon



Info

Moves

IVs

EVs

| | | |
|---------|---------|---------|
| HP | Attack | Defense |
| 25 | 30 | 22 |
| Sp. Atk | Sp. Def | Speed |
| 27 | 24 | 21 |

Click on your IVs that you wish to lock when resetting your IVs.

Reset

Flygon ♂ Lv. 100/88

GROUND DRAGON

EXP: 0/33446

- EV's:** Short for "Effort Values". These are additional boosts to the stats which can be configured at the player's will. A Pokémon has a total of 510 EV points that can be distributed across the six stats. The value added to each stat will be divided by four and then added to the stat. Each stat can be boosted by 255 at most. However, in order to be able to attach EV's to a stat, a Pokémon first needs to be trained (separate of its level): Every species of Pokémon has a distinct so-called "EV yield", this is the amount of EV points that is earned on specific stats when a Pokémon of that species is defeated. It can be compared to different devices in the gym strengthening specific muscles. This process can take a while and is commonly referred to as "EV-Training".
 In PokéOne it is possible to train a Pokémon to 255 EV points on every stat simultaneously,

however out of those, 510 points need to be explicitly distributed before they take effect.

FinrodAmandil's Pokémon

Info Moves IVs **EVs**

| HP | Attack | Defense |
|---------|---------|---------|
| 252 | 252 | 252 |
| Sp. Atk | Sp. Def | Speed |
| 252 | 252 | 252 |

Effort Values (510/510)

| HP | Attack | Defense |
|-------------|-------------|-----------|
| - 252/252 + | - 252/252 + | - 0/252 + |
| Sp. Atk | Sp. Def | Speed |
| - 0/252 + | - 0/252 + | - 6/252 + |

Reset

Flygon ♂ Lv. 100/88
GROUND DRAGON EXP: 0/33446

- **Natures:** Every Pokémon has a nature, which is determined when the Pokémon spawns and can not be changed anymore. There are a total of 25 natures. Each nature boosts and decreases one stat slightly. A nature may boost and decrease the same stat, resulting in no change. As specific stats are usually more important than others for a Pokémon designed for PVP-use, the natures are tried to be chosen so that an important stat is boosted and an unimportant one decreased.

FinrodAmandil's Pokémon

Info Moves IVs EVs

| HP: | EXP: | Happiness: |
|---------|---------|------------|
| 358/358 | 0/33446 | 57 |

| Original Trainer | Ability | Nature |
|------------------|----------|---------|
| FinrodAmandil | Levitate | Adamant |

| Caught Date | Caught Level |
|-------------|--------------|
| 05/08/2018 | 34 |

| HP | Attack | Defense |
|---------|---------|---------|
| 358 | 327 | 187 |
| Sp. Atk | Sp. Def | Speed |
| 172 | 189 | 227 |

Flygon ♂ Lv. 100/88
GROUND DRAGON EXP: 0/33446

- **In-battle stat changes:** Lastly, there's multiple ways that the stat can still be changed during battle, such as through moves (increasing own stats or decreasing enemy stats), abilities or hold items.

Abilities: Every Pokémon has a so-called Ability. Abilities can have a vast variety of influences on an ongoing battle, such as boosting or decreasing stats or influencing attack / defense strength in other ways. For some species, all Pokémon have the same abilities. Others may have up to three abilities: A

primary and a secondary ability which are determined at random and can not be changed, and a Hidden Ability (HA) which only appears with a chance of about 1%. For some species, the hidden ability is very useful for PVP, making HA Pokémon of that species very valuable.

Types: The probably most well-known element of a Pokémon battle are the type interactions. Every attack a Pokémon performs has one out of 18 different types (“Fire”, “Water”). Every Pokémon itself has either one or two types (“dual typing”). The strength of an attack can be vastly increased or decreased, depending on the type matchups between move and defending Pokémon. For example, a Water-Type move is “very effective” against a Pokémon of type Fire, and thus deal twice the damage it would otherwise. Water against the Grass type however is “not very effective” and will only deal half the damage. With dual type Pokémon, the effectivity against either type is multiplied, which can result in extreme effectivities of 4x damage or only ¼x damage. A few type matchups also have immunity, so 0x damage, i.e. Ground type moves against Flying type Pokémon.

Additionally, if a move has the same type as either type of the attacker, the move’s strength is boosted another 1.5 times. This is called the “same type attack bonus”, short STAB.

Moves: Also very essential are which kind of attacks a Pokémon can perform. As not all actions a Pokémon can take in a turn need to inflict damage, the term “move” is used over “attack”. A Pokémon can learn up to four moves at once. These moves are then called its “moveset”. The moves need to be picked out of a Pokémon’s “learnset”, which is the set of all moves Pokémon of a specific species are able to learn. As noted above, a move is either a physical attack move, a special attack move or a status move which does not directly inflict damage. Additionally a move has a type (always exactly one) which influences its effectivity as described above.

Additionally, a move has three other values: The attack strength (does not apply to status moves), its accuracy and the PP. The strength states how strong the move is, a value which is then combined with the Pokémon’s attack or special attack stat upon attacking. The accuracy which, if not 100% as for most moves, may lead to the attack missing occasionally. The PP (“Power Points”) define how often the move can be used in one battle.

A Pokémon can learn moves through various ways:

- **Level-Up:** When battles are won (PVE only), a Pokémon gains experience points, which may eventually make the Pokémon’s level increase (up to Lv. 100). On that occasion, a new move may be able to be learned. Which moves can be learned and at which levels is depending on the species.
- **TM/HM:** “Technical machines” are one-time use items which can teach a Pokémon a specific move. Not all Pokémon can learn every TM though. “Hidden machines” are similar to TMs, but teach special moves which are required to navigate the game world, i.e. “Surf” to cross water bodies. HMs can be used unlimited times. HM moves can only be removed by consulting a

special NPC called the move deleter.



- Move reminder: A special NPC can help Pokémon remember moves they once learned through level-up, but have replaced with other moves in the meantime. There exists one move reminder per region.
- Move tutor: Across the Pokémon world, multiple move tutors exist. Each move tutor can teach specific Pokémon one specific move.
- Egg move tutor: Certain moves could be obtained through the breeding mechanic in the original games. However, this feature is purposely disabled in PokéOne. Instead, an NPC can teach Pokémon such moves, similar to the move reminder.



Hold items: Every Pokémon may “hold” one item during battle. That item may have various effects on the battle, such a continuously restoring its holder’s Health Points (“Leftovers”), boosting stats, and others. In

PokéOne, an item can only be removed from a Pokémon, if a specific NPC, the “item remover”, is consulted.

Shiny: With a chance of 1 in 4096 a Pokémon can be “shiny”. That means that the Pokémon has different colors than non-shiny variants. The difference is purely visual, shiny Pokémon are not stronger than non-shiny ones. Still, due to the rarity, shiny Pokémon are very popular and are thus often very valuable.

Buils: The complete “blueprint” of a Pokémon designed for PVP, including species, abilities, best IV and EV spreads, movesets, held item and accompanying strategy is called a “build”. A common place to look up popular builds is smogon.com, i.e. <https://www.smogon.com/dex/sm/pokemon/flygon/>. However, a build strongly depends on which other popular Pokémon / Builds are competed against. And as this set is special for PokéOne, the builds may not be directly applicable. The collection of builds and strategies available for a specific competitive battling environment is sometimes referred to as the “metagame”.

Items

The other kind of ‘thing’ a player can obtain beside Pokémon are Items. Items can be found laying around the game world, can be bought in ingame stores or obtained in other ways.

Some types of items include:

- Poké Balls: Are used to catch Pokémon. Different types of Poké Balls exist which can increase the chance of a successful catch.
- Medicine: Can be used to restore a Pokémon's health points or cure a status condition (such as paralysis or being asleep).
- Berries: Can be found on trees in the Kanto region and have various effects, some like medicine and others.
- Apricorns: Similar to be berries, but have no immediate usage. Instead they can be crafted into special types of Poké Balls.
- Hold items: Items which can be held by a Pokémon and have a certain effect in battle, i.e. continuously restoring health points or increasing attack strength.
- Evolution items: Items which trigger or are otherwise required for a Pokémon to evolve into another species.
- Key items: Items which are solely used to advance in the story. Can usually not be sold or removed otherwise.

Story and quests

When starting freshly in PokéOne, the player can only access a very small part of the world. In order to alter that one has to follow a storyline which very much resembles the one in the original console games. Each region has its own storyline and culminates in beating the Elite 4, which are a series of strong NPC trainers. Similar to the console games, completing this story is rather a Singleplayer-aspect of the game. The storyline is composed of smaller tasks and challenges, which are called quests. Those quests which make up the main storyline are referred to as Main Quests, but there are many smaller things to do which are called the Side Quests. Completing quests rewards a player with ingame money (Pokédollars) and experience. Trainer experience is a concept which has been introduced in PokéOne. It solves the problem that Pokémon used in one region's story can be used in another region and would be very overpowered during most of the story. The trainer level (which is raised by collecting trainer XP) is

per-region and “caps” the levels of the Pokémon in battle. So even if one begins his story with a Lv. 100 Pokémon, it will have at most the level of the trainer in that region.

Special challenges which can be taken on towards the end or after the storyline are Bosses. Bosses are either very strong Pokémon or very strong trainers which can be challenged daily. Every time they are defeated their levels rise by one, until they reach the maximum level, or even higher in a few cases. These Pokémon can not be caught, but they reward with trainer XP, money and sometimes rare items.

Beside the story, Events occur around common holidays like Halloween and Christmas. These events encompass additional, temporary regions and additional quests to complete. Sometimes Pokémon may be caught in these regions which do not appear elsewhere.

Multiplayer aspects

The multiplayer aspects of PokéOne include mainly

- PVP battling
- Trading of Pokémon and Items, resp. Selling them for ingame currency.
- Guilds: Permanent self-organized groups for players.
- Party-ing, which is forming small temporary teams in order to train or catch Pokémon or beat strong bosses together.
- Chatting