

POKÉONE WEBAPP - MASTER PLAN

1. Contents

1. Contents	1
2. Introduction	4
2.1. Baseline	4
2.2. Project Goal	4
2.3. Motivation	4
2.4. Definitions and abbreviations	5
2.4.1. Definitions	5
3. Concept	6
3.1. Abstract	6
3.2. Sitemap	7
3.3. Description of the Pages	8
3.3.1. Home Page	8
3.3.1.1. Abstract	8
3.3.1.2. Elements	8
3.3.2. Regions	9
3.3.2.1. Abstract	9
3.3.2.2. Elements	9
3.3.3. Region Detail Page	9
3.3.3.1. Abstract	9
3.3.3.2. Elements	9
3.3.3.3. Conceptual Inspiration	10
3.3.5. Location List	11
3.3.5.1. Abstract	11
3.3.5.2. Screenshot Unofficial PokéOne Guide	11
3.3.5.3. Elements	11

3.3.6. Location Detail Page	12
3.3.6.1. Abstract	12
3.3.6.2. Screenshots Unofficial PokéOne Guide	12
3.3.6.3. Elements	13
3.3.6.5. Conceptual Inspiration	15
3.3.7. Pokédex/Pokémon-List	16
3.3.7.1. Abstract	16
3.3.7.2. Screenshot Unofficial PokéOne Guide	16
3.3.7.3. Elements	16
3.3.8. Pokémon Detail	18
3.3.8.1. Abstract	18
3.3.8.2. Conceptual Inspiration	18
3.3.8.3. Elements	19
3.3.9. Item-Dex	20
3.3.9.1. Abstract	20
3.3.9.2. Elements	20
3.3.10. Quest-List	20
3.3.10.1. Abstract	21
3.3.10.2. Screenshots Unofficial PokéOne Guide	21
3.3.10.3. Elements	22
3.3.11. FAQ	22
3.3.11.1. Abstract	23
3.3.11.2. Elements	23
3.3.12. Guides	23
3.3.12.1. Abstract	23
3.3.12.2. Screenshot Unofficial PokéOne Guide	24
3.3.12.3. Elements	24
3.3.13. Bazaar	25
3.3.13.1. Motivation and Baseline	25

3.3.13.2. Abstract	26
3.3.14. Forums	29
3.3.15. Edit pages	29
3.3.15.1. Abstract	29
3.3.15.2. Elements	30
3.3.16. About / Credits	30
3.3.16.1. Abstract	30
3.3.17. User profile	30
3.3.17.1. Abstract	30
3.3.17.2. Elements	31
4. Design considerations	31
Appendix 1: PokéOne Game Mechanics	32

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 appendix 1. Terms marked in *cursive* are explained in said 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 three 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 three tabs (“*Kanto*,” “*Johto*,” and “*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.

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.

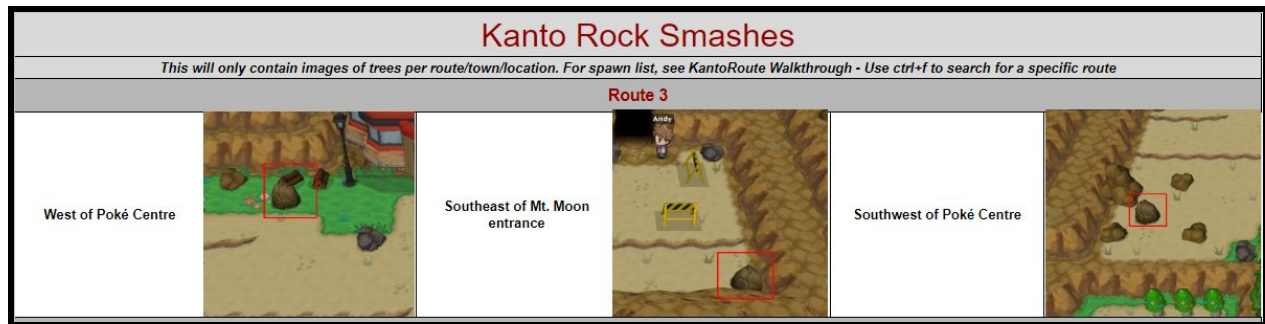
Certain *locations* consist of multiple parts, which are sensible to display on the same page. Examples can be multi-part caves, towers with multiple floors, or cities and houses’ interiors. In that case, markers are placed which indicate where the various parts are connected with each other. Each *location*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

3.3.6.2. Screenshots Unofficial PokéOne Guide

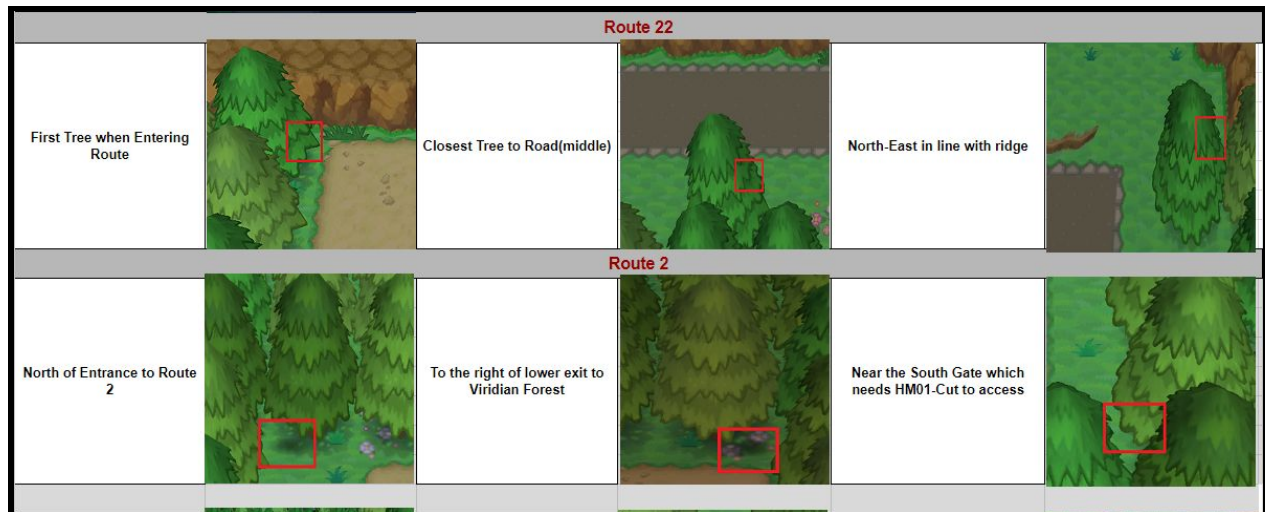
Sheet: Kanto Spawns and Items

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				
	Pineco	?	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*
 - ☐ Important buildings
 - ☐ 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	○	○	○
Machoplo	○	○	○
Bidifas	○	○	○
Zubat	○	○	○

IM WASSER

POKÉMON	ERSCHEINT
Enton	○
Entoron	○

ANGELN

ANGELRUTE	POKÉMON	ERSCHEINT
Angel	Karpador	○
Profangel	Karpador	○
	Schmerbe	○

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

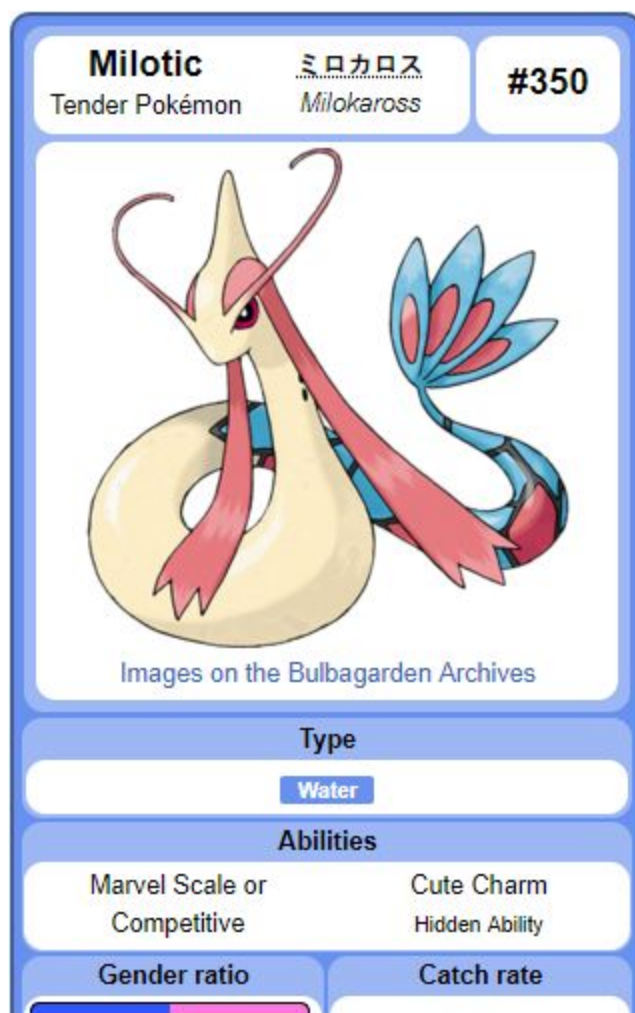
3.3.8.1. Abstract

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

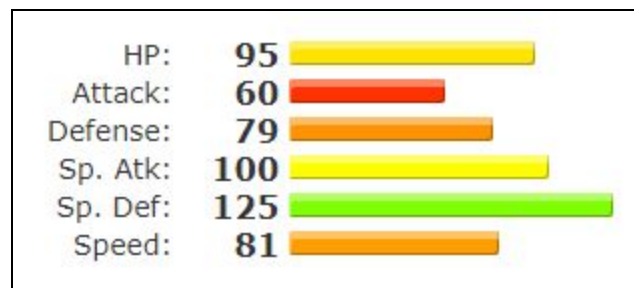
Taken from [https://bulbapedia.bulbagarden.net/wiki/Milotic_\(Pok%C3%A9mon\)](https://bulbapedia.bulbagarden.net/wiki/Milotic_(Pok%C3%A9mon))



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	Item: Leftovers
Move 2: Recover	Ability: Marvel Scale
Move 3: Haze	Nature: Bold
Move 4: Refresh / Ice Beam	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		Rewards	Unique Rewards			Starting level: 70		
Trainer EXP = Lugia's level x5		EXP and Dollars to be confirmed	Jade Orb					
Pokédollars = Lugia's level x50			Binding Band					
Various Gems			Cell Battery					
Various TMs			Rare Candy					
Various Berries			Dragon Scale					
Various Apricorns			Air Balloon					
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:

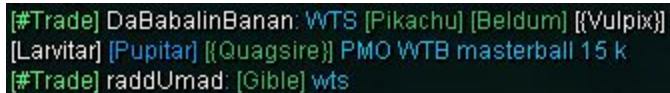
- ☐ Title of the Guide → will be used as URL
- ☒ [Nice-to-Have] Title image that is displayed in overview page
- ☐ Simple forum-like text editor that uses a markup language, i.e. HTML, Markdown, or BBCode
- ☐ In edit mode, loads previous version's text for editing
- ☐ Basic elements: Images, tables, 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

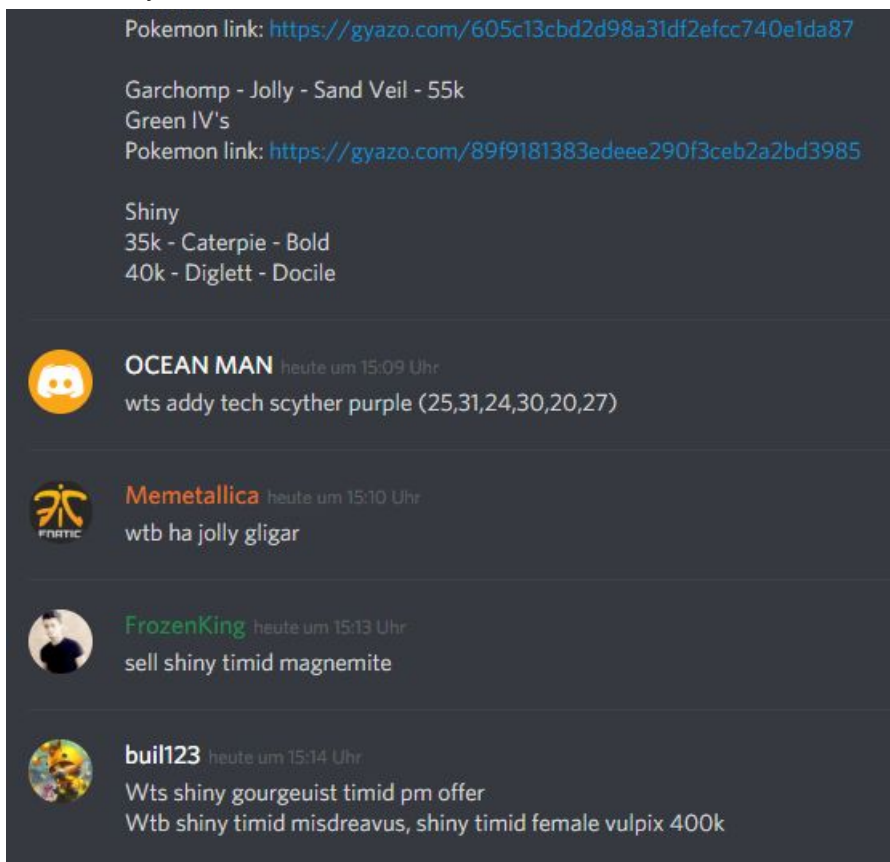
PokéOne is an online multiplayer game with the possibility to trade and sell things for ingame *currency*. In fact, *trading items* and *Pokémon* is a very vital aspect of the game as it is one of the ways to interact with other players. However, the game does not really provide any practical means that 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.





Pokemon link: <https://gyazo.com/605c13cbd2d98a31df2efcc740e1da87>


Garchomp - Jolly - Sand Veil - 55k
Green IV's
Pokemon link: <https://gyazo.com/89f9181383edeee290f3ceb2a2bd3985>

Shiny
35k - Caterpie - Bold
40k - Diglett - Docile

 **OCEAN MAN** heute um 15:09 Uhr
wts addy tech scyther purple (25,31,24,30,20,27)

 **Memetallica** heute um 15:10 Uhr
wtb ha jolly gligar

 **FrozenKing** heute um 15:13 Uhr
sell shiny timid magnemite

 **buil123** heute um 15:14 Uhr
Wts shiny gourgeist timid pm offer
Wtb shiny timid misdreavus, shiny timid female vulpix 400k

- 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

The following terms need to be explained:

- Regions, Kanto, Johto, Unova
- Locations
- Pokédex
- Pokémon
- Items, Key items
- Quests
- Headbutt
- Rock Smash
- Bosses, Boss Pokémon, Boss Trainers
- EV's, EV-Training
- Tutors, Move reminder, Move deleter, Egg move tutor
- NPC's, Trainers
- Events
- Berry Tree, Apricorn tree
- Grass, Surf, Fish
- Gift, Reward, Trade
- Time Of Day
- Rarity
- XP, money, currency, Pokédollars
- EV yield
- Stat, Base Stats
- Encounter, Spawn
- Types
- Trading
- Account
- Moves, Physical, Special, Status Moves
- PVE
- PVP, Competitive Battling
- Natures
- Builds
- Metagame
- Shiny
- Evolution chain
- Learnset, Moveset
- Game Generations, Generation VII
- Level-Up
- Breeding
- TM/HM, Medicine, Pokéballs, Hold items, berries
- PokéMart, Department store
- IV's
- Original Trainer
- Gender