

Type (drop) Ability (drop down)

Search by pokemon name


# Pokemon Database

 Info-help page

Type effects  
chart (link to  
another page)

Advanced search  
(link to next page)




Name, type + symbol (symbol for type is something like )



## Advanced search



ID: e.g. "7", "50-60"  

Name contains:  

Legendary? [ ]

Type 1: any type Type 2: any type (including none)

Ability 1: any ability Ability 2: any ability (including none)

Stats:  

Hidden ability: any ability (including none)

Region: any region  

Catch rate: e.g. "7", "50-60"  

Growth type: any growth type

Male percentage: e.g. "7", "50-60"   Female percentage:  

Game: any game

Primary egg group: any egg group Secondary egg group: any egg group



### Abomasnow

Sp\_attack: 100 defense: 100 speed :100  
Type: xx; ability: xx



### Aggron

Sp\_attack: 100 defense: 100 speed :100  
Type: xx; ability: xx



Jimmy Zhong  
2:55 PM Feb 13



default: all types



Jimmy Zhong  
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When user select from this drop down  
list, the page will refresh, and new  
pokemon will appear below



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in here, single-type will appear first, then  
double-combo-type below.  
Alphabetically ordered



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The innate page is ordered by id-number  
(biggest > smallest) you always see the  
newest pokemon



Ross Grogan-Kaylor  
2:58 PM Feb 13



Collapsible menu- see next slide for  
contents



Ross Grogan-Kaylor  
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These fields autocomplete each other



Ross Grogan-Kaylor  
3:06 PM Feb 13



The fields for type 1, type 2, ability 1,  
ability 2, hidden ability, region,  
experience growth type, game, and egg  
group will be interactive drop down  
menus of the kind Jimmy described on  
the previous slide.



Ross Grogan-Kaylor  
3:21 PM Feb 13



Checkbox

Advanced search

ID: e.g. "7", "50-60" ASCDSC

Name contains: ASCDSC

Legendary? []

Type 1: any type Type 2: any type (including none)

Ability 1: any ability Ability 2: any ability (including none)

Stats: ASCDSC

Hidden ability: any ability (including none)

Region: any region ASCDSC


Catch rate: e.g. "7", "50-60" ASCDSC

Growth type: any growth type


Male percentage: e.g. "7", "50-60" ASCDSC Female percentage: ASCDSC

Game: any game


Primary egg group: any egg group Secondary egg group: any egg group




Abomasnow  
Sp\_attack: 100 defense: 100 speed :100  
Type: xx; ability: xx



Aggron  
Sp\_attack: 100 defense: 100 speed :100  
Type: xx; ability: xx






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Checkbox

R Ross Grogan-Kaylor 3:43 PM Feb 13


A set of two radio buttons that allow the user to indicate whether the results should be sorted in ascending or descending order with regards to this field.

Reply or add others with @

 Jimmy Zhong 3:07 PM Feb 13

Scrollable, many pokemons satisfy the criteria

A page for each pokemon with their detailed information: (stats, skills, super-effects against other types)



Stats:

Health: e.g. "7", "50-60" EV: e.g. "7", "50-60" ASCDSC

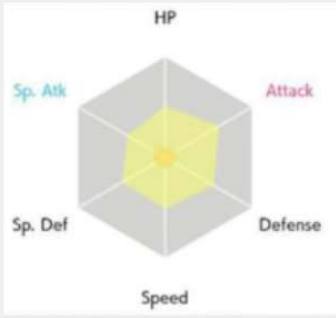
Attack: e.g. "7", "50-60" EV: e.g. "7", "50-60" ASCDSC

Defense: e.g. "7", "50-60" EV: e.g. "7", "50-60" ASCDSC

Special attack: e.g. "7", "50-60" EV: e.g. "7", "50-60" ASCDSC

Special defense: e.g. "7", "50-60" EV: e.g. "7", "50-60" ASCDSC

Speed: e.g. "7", "50-60" EV: e.g. "7", "50-60" ASCDSC



Attacking

Strong Against Weak Against

Defending

Resistant To Vulnerable

A Separated, static page describing the super-effects of each type.



### Type Chart Page:

A long, scrollable page

There are only 17 types  
(alphabetically ordered)

Attacking		Defending	
Strong Against	Weak Against	Resistant To	Vulnerable To