

# THE *Fakédex* SPECIFICATIONS



Discussing the **MP** specifications  
and addressing any **questions**.



1

**PROJECT**  
*Background*





2

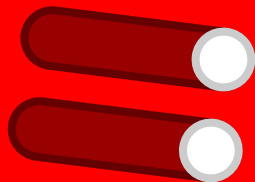
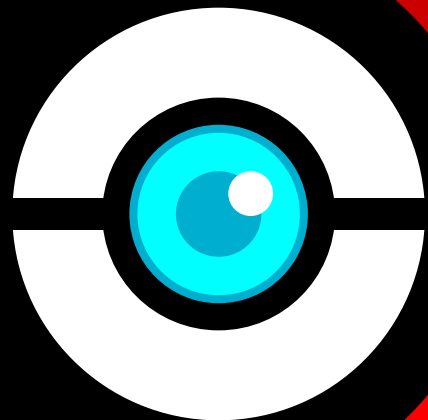
**PROJECT**  
*Functionalities*

## MAIN MENU

---

- [1] Fakédex
- [2] Exploration
- [3] Box
- [4] Settings
  
- [0] Exit

[INPUT] :





**3**

**FUNCTIONALITY:**

*Fakédex*



## FUNCTIONALITY: *Fakédex*

- The Fakédex stores the list of Pokémon in the game.

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- It has the following sub-features:

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- It has the following sub-features:
  - Add Dex Entry
  - View Dex Entries
  - Update Dex Entry
  - Remove Dex Entry

## FUNCTIONALITY: *Fakédex*

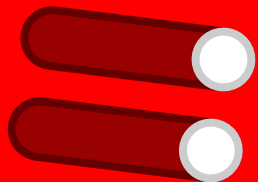
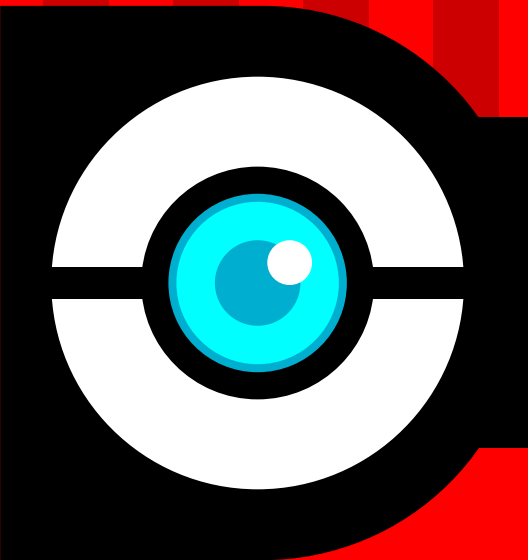
- The Fakédex stores the list of Pokémon in the game.
  - It starts empty, and the user has to manually add entries to populate it.
  - Pokémon added to the Fakédex will appear in the Exploration feature.
- It has the following sub-features:
  - Add Dex Entry
  - View Dex Entries
  - Update Dex Entry
  - Remove Dex Entry
- It has a **maximum capacity** of 150 entries.

## MAIN MENU

---

- [1] Fakédex
- [2] Exploration
- [3] Box
- [4] Settings
  
- [0] Exit

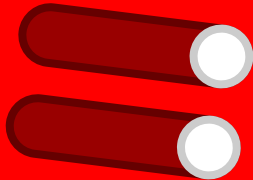
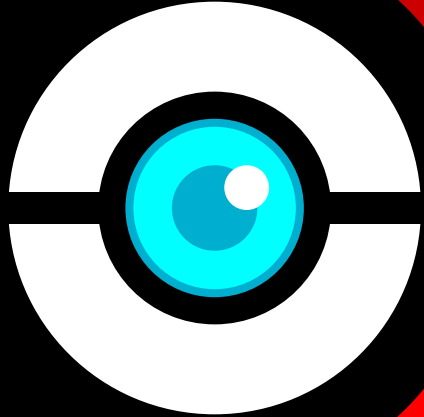
[INPUT] :



## MAIN MENU

- [1] Fakédex
- [2] Exploration
- [3] Box
- [4] Settings
  
- [0] Exit

[INPUT] : 1

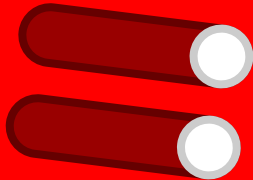
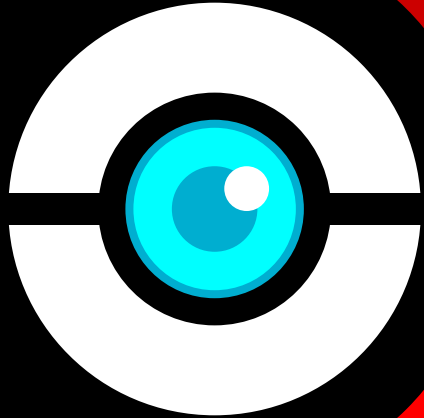


## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

[INPUT] :



# FUNCTIONALITY: *Fakédex* | ADD ENTRY

FIELD	DESCRIPTION
-------	-------------

# FUNCTIONALITY: *Fakédex* | ADD ENTRY

FIELD	DESCRIPTION
NAME	Maximum of 11 characters. Letters only. Must be unique. Must not be empty.



## FUNCTIONALITY: *Fakédex* | ADD ENTRY

FIELD	DESCRIPTION
NAME	Maximum of 11 characters. Letters only. Must be unique. Must not be empty.
SHORT NAME	Exactly 5 characters. Uppercase letters only. Must be unique. Must not be empty.

## FUNCTIONALITY: *Fakédex* | ADD ENTRY

FIELD	DESCRIPTION
NAME	Maximum of 11 characters. Letters only. Must be unique. Must not be empty.
SHORT NAME	Exactly 5 characters. Uppercase letters only. Must be unique. Must not be empty.
DESCRIPTION	Maximum of 300 characters. Must not be empty.

## FUNCTIONALITY: *Fakédex* | ADD ENTRY

FIELD	DESCRIPTION
NAME	Maximum of 11 characters. Letters only. Must be unique. Must not be empty.
SHORT NAME	Exactly 5 characters. Uppercase letters only. Must be unique. Must not be empty.
DESCRIPTION	Maximum of 300 characters. Must not be empty.
GENDER	MALE, FEMALE, or UNKNOWN values only. Must not be empty.

## FUNCTIONALITY: *Fakédex* | ADD ENTRY

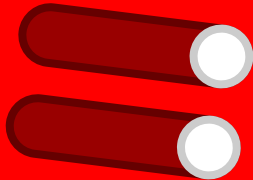
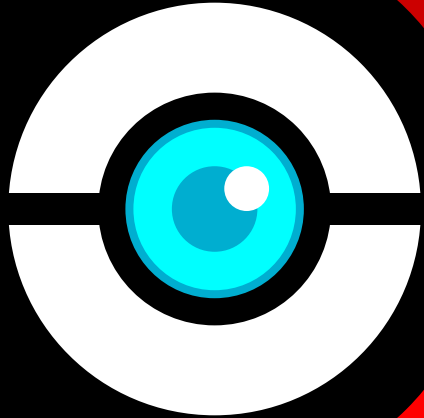
FIELD	DESCRIPTION
NAME	Maximum of 11 characters. Letters only. Must be unique. Must not be empty.
SHORT NAME	Exactly 5 characters. Uppercase letters only. Must be unique. Must not be empty.
DESCRIPTION	Maximum of 300 characters. Must not be empty.
GENDER	MALE, FEMALE, or UNKNOWN values only. Must not be empty.
CAUGHT	YES or NO values only. All new entries must have a value of NO.

## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

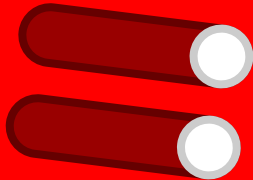
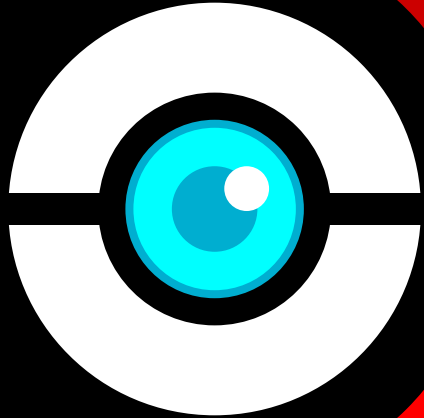
[INPUT] :



## FAKÉDEX

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

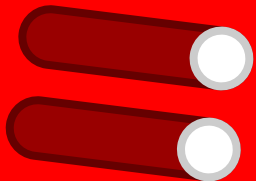
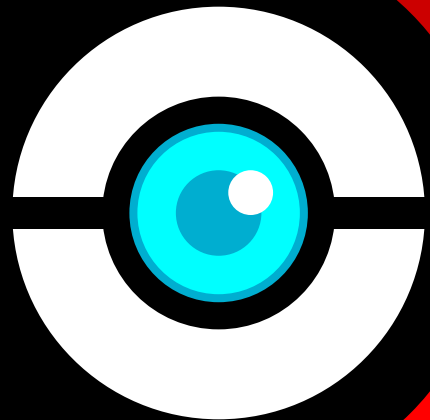
[INPUT] : 1

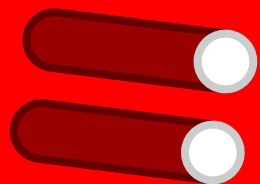
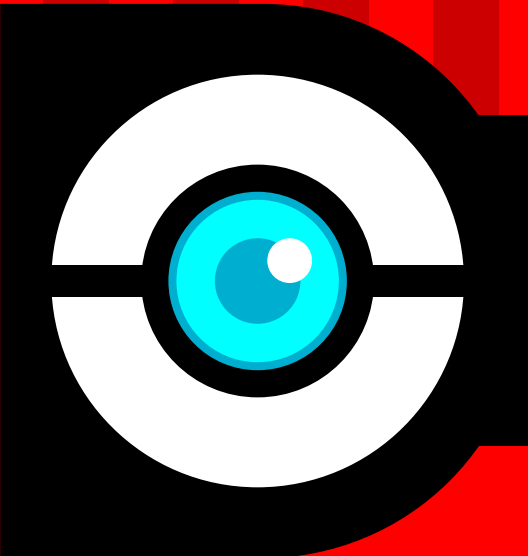


## ADD ENTRY

---

Create a dex entry  
by filling up the  
fields below.





ADD ENTRY

-----

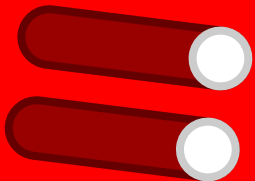
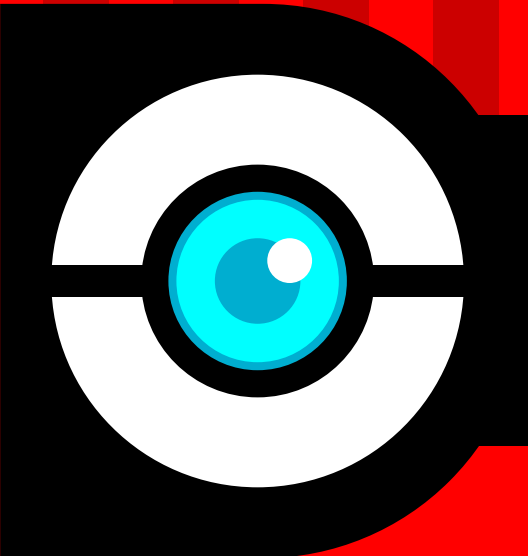
[NAME]

Must not exceed 11  
characters. Can't be empty.

[INPUT] :







ADD ENTRY

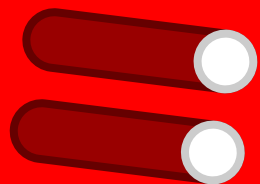
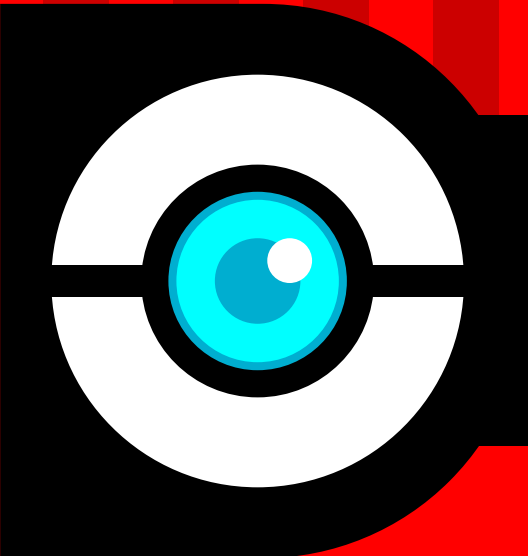
-----

[NAME]

Must not exceed 11  
characters. Can't be empty.

[INPUT] : Gengar





ADD ENTRY

-----

[NAME]: Gengar

[SHORT NAME]

Exactly 5 characters.  
Only uppercase letters.  
Can't be empty.

[INPUT]:



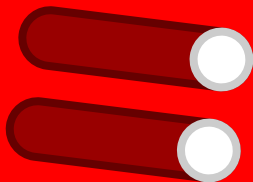
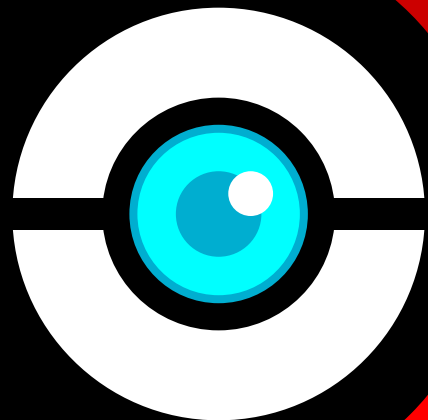
ADD ENTRY

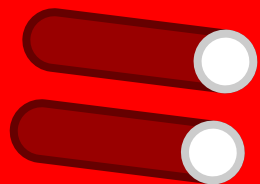
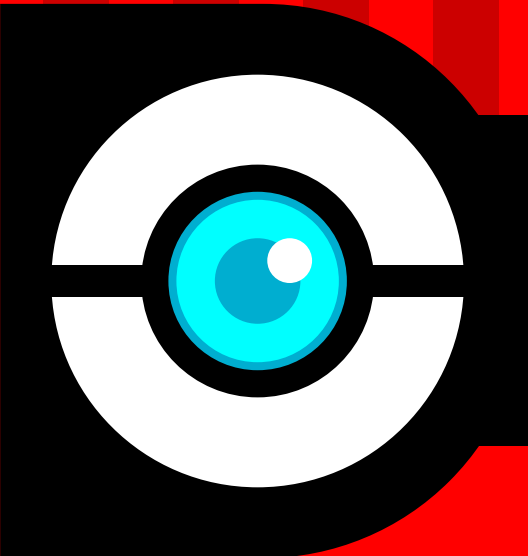
[NAME]: Gengar

[SHORT NAME]

Exactly 5 characters.  
Only uppercase letters.  
Can't be empty.

[INPUT]: gengr





ADD ENTRY

-----

[NAME]: Gengar

[SHORT NAME]

Exactly 5 characters.  
Only uppercase letters.  
Can't be empty.

[ERROR]: Invalid input.

[INPUT]:



ADD ENTRY

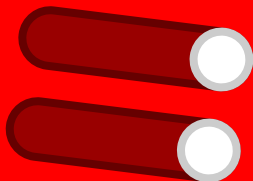
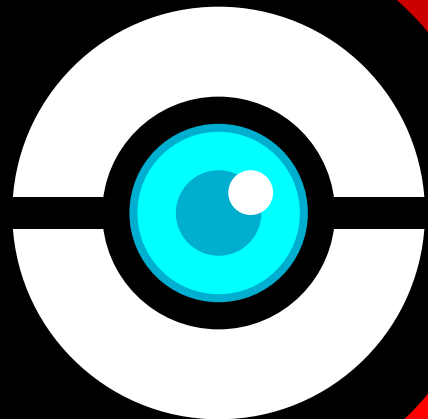
[NAME]: Gengar

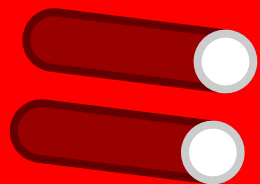
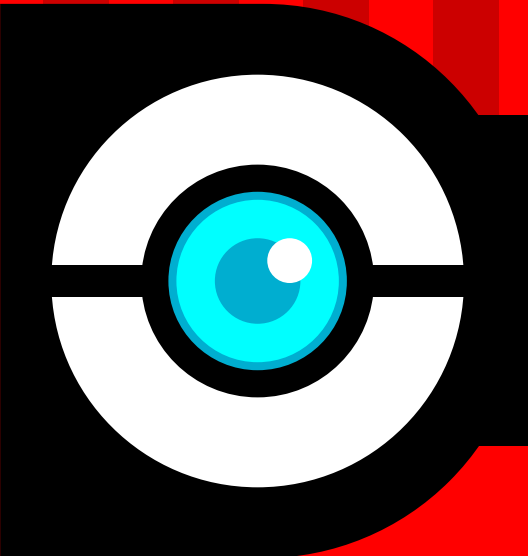
[SHORT NAME]

Exactly 5 characters.  
Only uppercase letters.  
Can't be empty.

[ERROR]: Invalid input.

[INPUT]: GENGR





ADD ENTRY

-----

[NAME] : Gengar

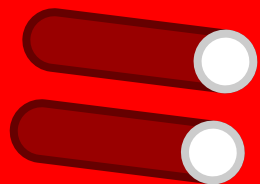
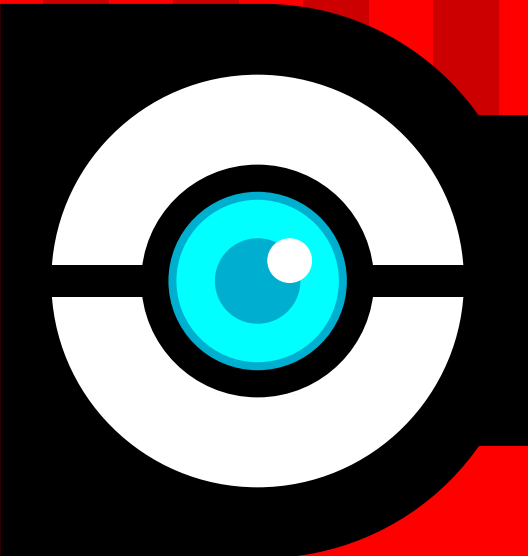
[SHORT NAME] : GENGR

[DESCRIPTION]

Must not exceed 300  
characters. Can't be empty.

[INPUT] :





ADD ENTRY

-----

[NAME]: Gengar

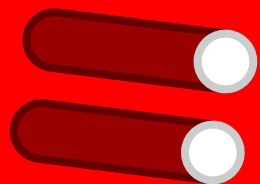
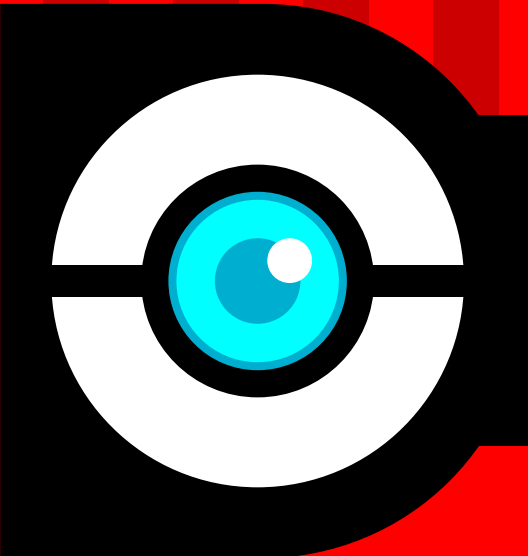
[SHORT NAME]: GENGR

[DESCRIPTION]

Must not exceed 300  
characters. Can't be empty.

[INPUT]: A ghost Pokémon.█





ADD ENTRY

-----

[NAME] : Gengar

[SHORT NAME] : GENGR

[DESCRIPTION] :

A ghost Pokémon.

[GENDER]

MALE, FEMALE, or UNKNOWN.

[INPUT] :





## ADD ENTRY

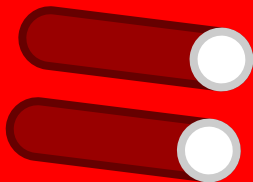
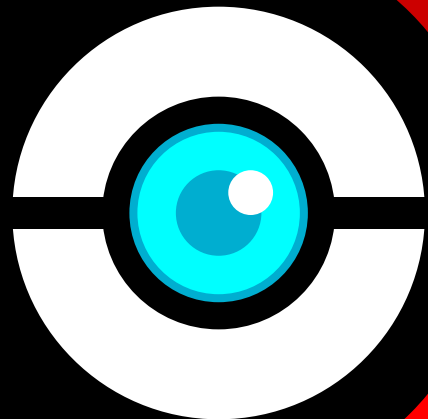
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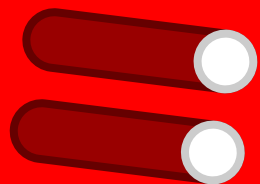
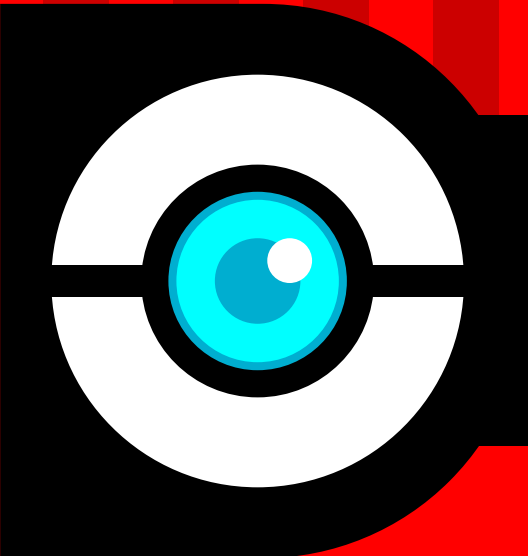
[NAME] : Gengar  
[SHORT NAME] : GENGR

[DESCRIPTION] :  
A ghost Pokémon.

[GENDER]  
MALE, FEMALE, or UNKNOWN.

[INPUT] : M





ADD ENTRY

-----

[NAME]: Gengar

[SHORT NAME]: GENGR

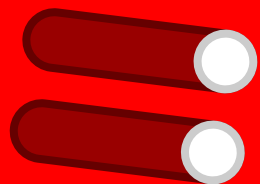
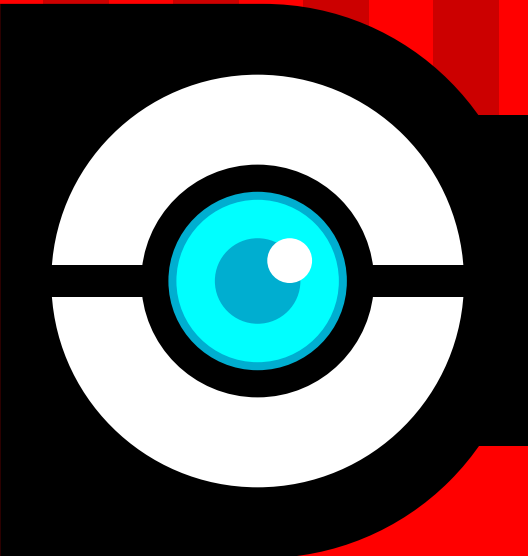
[DESCRIPTION]:  
A ghost Pokémon.

[GENDER]  
MALE, FEMALE, or UNKNOWN.

[ERROR]: Invalid input.

[INPUT]:





ADD ENTRY

-----

[NAME]: Gengar

[SHORT NAME]: GENGR

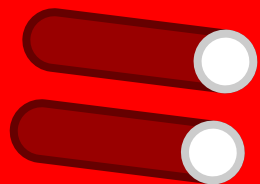
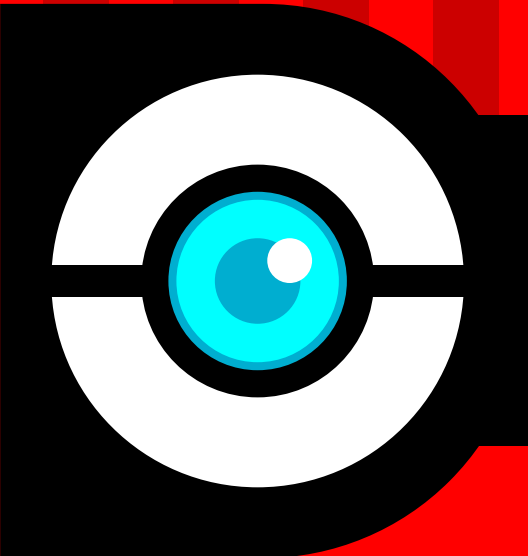
[DESCRIPTION]:  
A ghost Pokémon.

[GENDER]  
MALE, FEMALE, or UNKNOWN.

[ERROR]: Invalid input.

[INPUT]: male





ADD ENTRY

-----

[NAME]: Gengar

[SHORT NAME]: GENGR

[DESCRIPTION]:

A ghost Pokémon.

[GENDER]

MALE, FEMALE, or UNKNOWN.

[ERROR]: Invalid input.

[INPUT]:



## ADD ENTRY

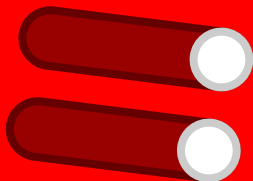
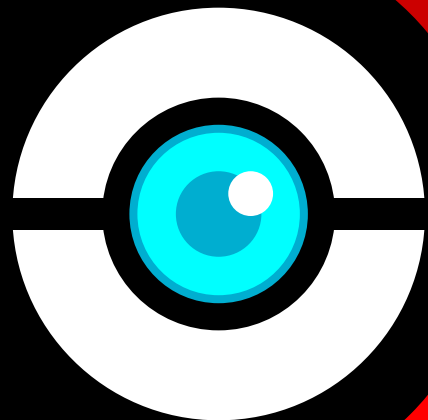
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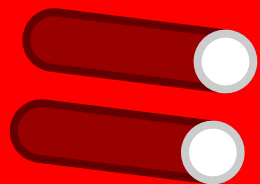
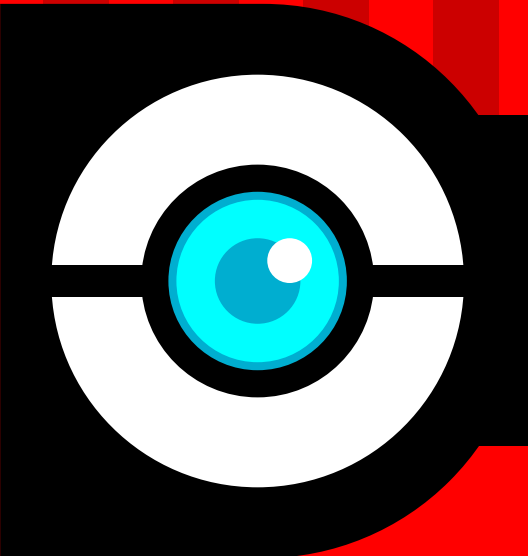
[NAME]: Gengar  
[SHORT NAME]: GENGR

[DESCRIPTION]:  
A ghost Pokémon.

[GENDER]  
MALE, FEMALE, or UNKNOWN.

[ERROR]: Invalid input.  
[INPUT]: MALE





ADD ENTRY

-----

[NAME] : Gengar

[SHORT NAME] : GENGR

[DESCRIPTION] :

A ghost Pokémon.

[GENDER] : MALE



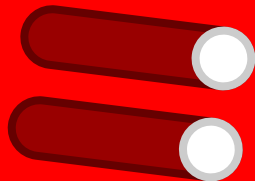
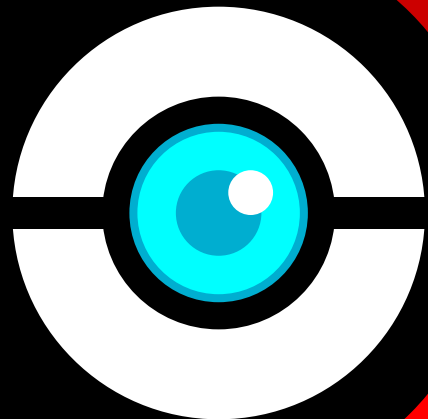
## ADD ENTRY

[NAME] : Gengar  
[SHORT NAME] : GENGR

[DESCRIPTION] :  
A ghost Pokémon.

[GENDER] : MALE

ENTRY SUCCESSFULLY ADDED!

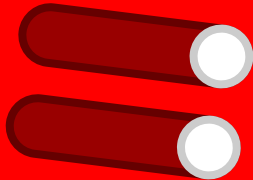
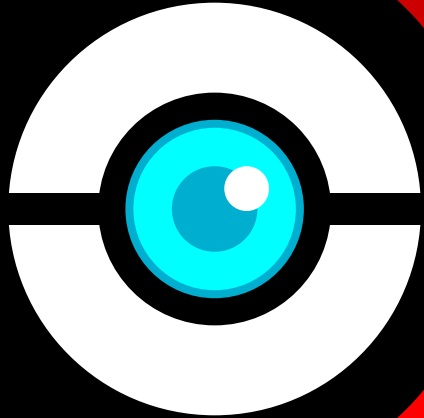


## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

[INPUT] :



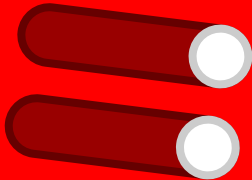
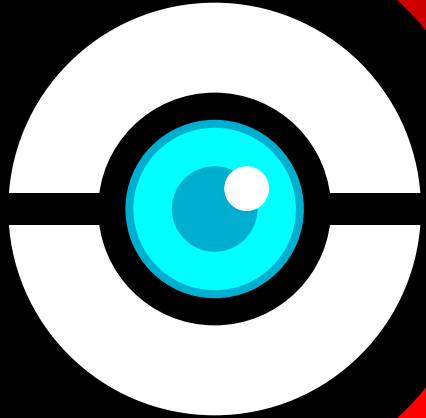


## FAKÉDEX

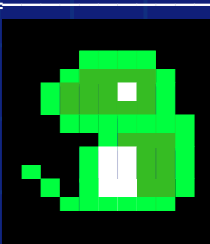
---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

[INPUT] : 2

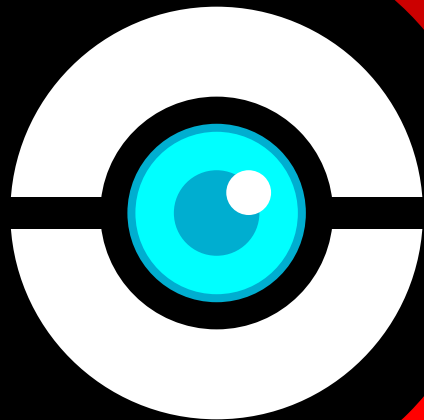
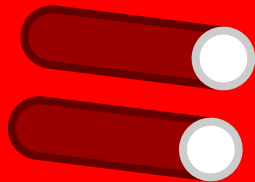


## VIEW ENTRIES



NAME: Gengar  
SHORT NAME: ???  
DESCRIPTION: ???  
GENDER: ???  
CAUGHT: NO

EMPTY

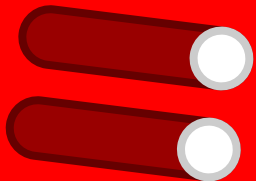
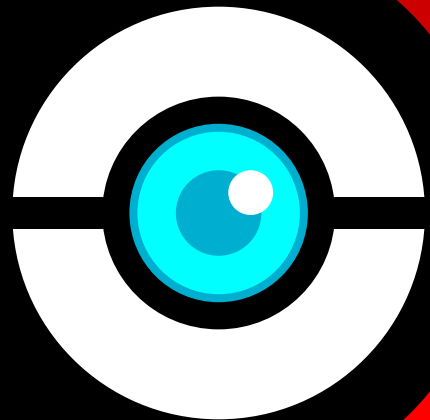


## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

[INPUT] :



## FAKÉDEX

---

[1] Add Entry  
[2] View Entries  
[3] Update Entry  
[4] Remove Entry  
[0] Exit

Let's **add** another **entry**.

[INPUT] :

## FAKÉDEX

---

[1] Add Entry  
[2] View Entries  
[3] Update Entry  
[4] Remove Entry  
[0] Exit

Let's **add** another **entry**.

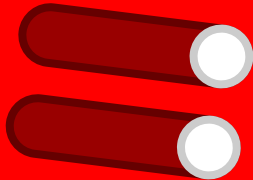
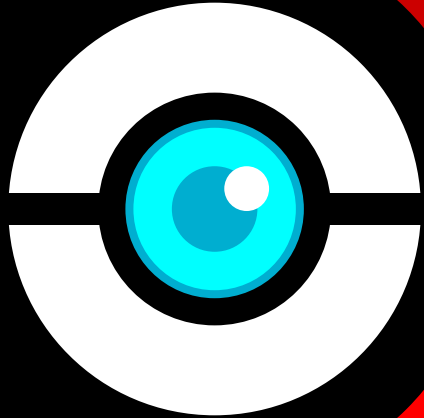
[INPUT] :

## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

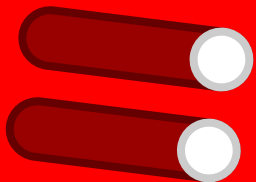
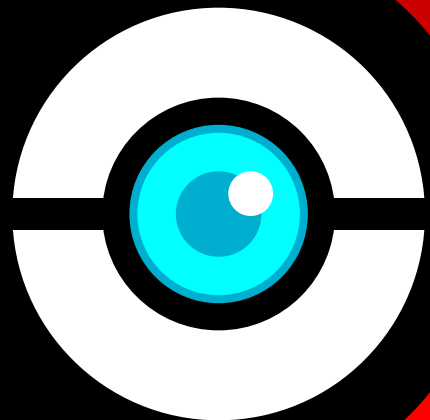
[INPUT] : 1



## ADD ENTRY

-----

Create a dex entry  
by filling up the  
fields below.





ADD ENTRY

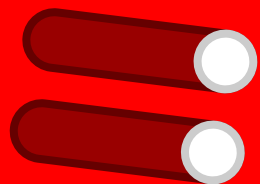
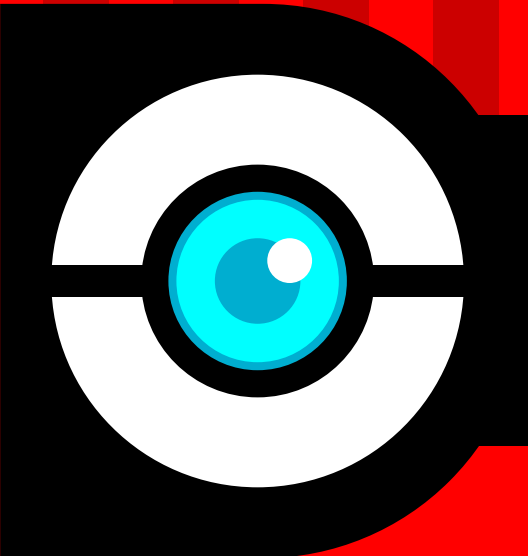
-----

[NAME]

Must not exceed 11  
characters. Can't be empty.

[INPUT] :





ADD ENTRY

-----

[NAME]

Must not exceed 11  
characters. Can't be empty.

LET'S *Ship* TO THE END  
OF THE ADD ENTRY.

[ INPUT ] :



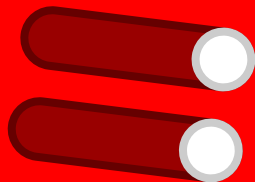
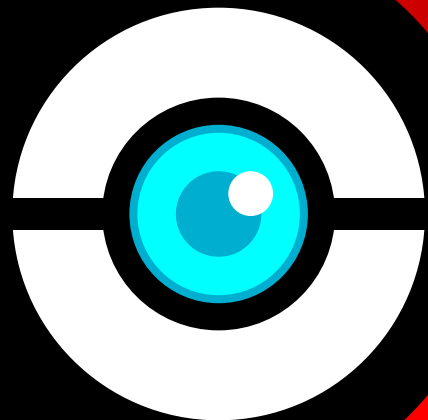
## ADD ENTRY

---

[NAME]: Alcremie  
[SHORT NAME]: ALCRM

[DESCRIPTION]:  
A cream Pokémon.

[GENDER]: FEMALE



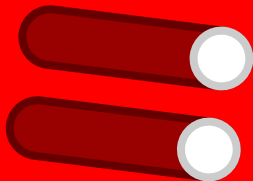
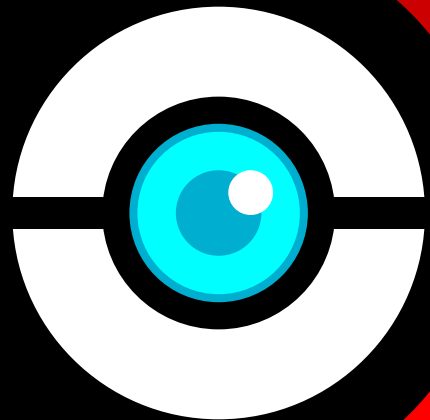
## ADD ENTRY

[NAME]: Alcremie  
[SHORT NAME]: ALCRM

[DESCRIPTION]:  
A cream Pokémon.

[GENDER]: FEMALE

ENTRY SUCCESSFULLY ADDED!

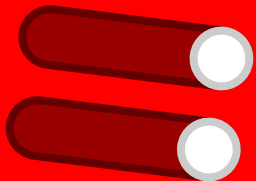
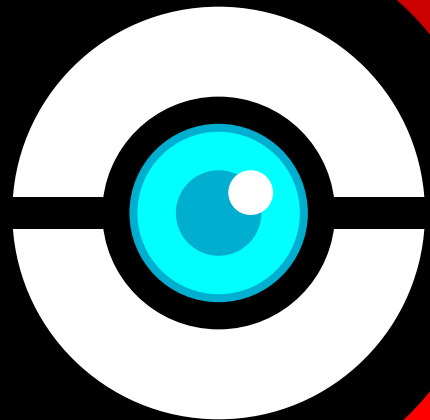


## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

[INPUT] :

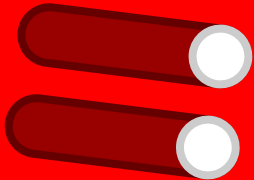
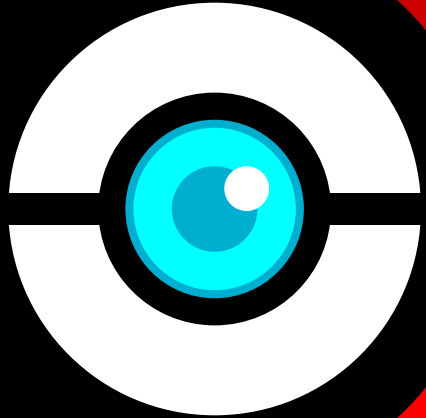


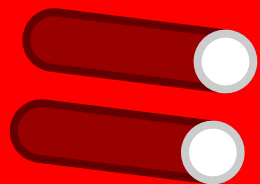
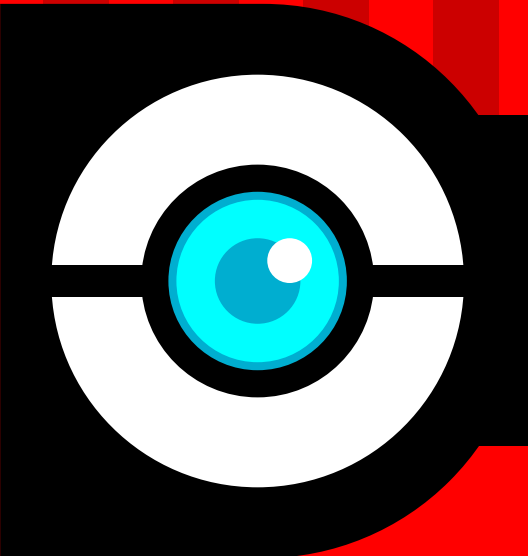
## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

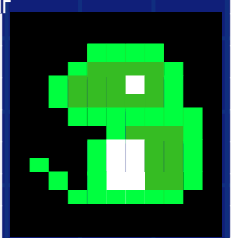
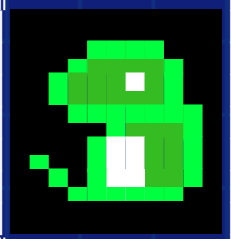
[INPUT] : 2





### VIEW ENTRIES

---

	<p>NAME: Gengar SHORT NAME: ??? DESCRIPTION: ??? GENDER: ??? CAUGHT: NO</p>
	<p>NAME: Alcremie SHORT NAME: ??? DESCRIPTION: ??? GENDER: ??? CAUGHT: NO</p>

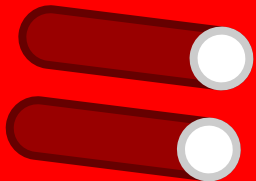
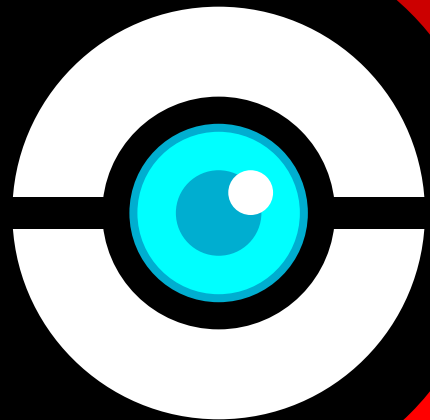


## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

[INPUT] :



# FUNCTIONALITY: *Fakédex* | ADD ENTRY

NEW  
ENTRY

EXISTING  
ENTRY

RESULT



# FUNCTIONALITY: *Fakédex* | ADD ENTRY

	NEW ENTRY	EXISTING ENTRY	RESULT
N	Gengar	Gengar	
SN	GNGAR	GENGR	

# FUNCTIONALITY: *Fakédex* | ADD ENTRY

	NEW ENTRY	EXISTING ENTRY	RESULT
N	Gengar	Gengar	PROMPT FOR OVERWRITE
SN	GNGAR	GENGR	

# FUNCTIONALITY: *Fakédex* | ADD ENTRY

	NEW ENTRY	EXISTING ENTRY	RESULT
N	Gengar	Gengar	PROMPT FOR OVERWRITE
SN	GNGAR	GENGR	
N	Arctovish	Arctozolt	
SN	ARCTO	ARCTO	

# FUNCTIONALITY: *Fakédex* | ADD ENTRY

	NEW ENTRY	EXISTING ENTRY	RESULT
N	Gengar	Gengar	PROMPT FOR OVERWRITE
SN	GNGAR	GENGR	
N	Arctovish	Arctozolt	INVALID SHORT NAME
SN	ARCTO	ARCTO	

# FUNCTIONALITY: *Fakédex* | ADD ENTRY

	NEW ENTRY	EXISTING ENTRY	RESULT
N	Gengar	Gengar	PROMPT FOR OVERWRITE
SN	GNGAR	GENGR	
N	Arctovish	Arctozolt	INVALID SHORT NAME
SN	ARCTO	ARCTO	
N	Dragapult	Dragapult	
SN	DRAGA	DRAGA	

# FUNCTIONALITY: *Fakédex* | ADD ENTRY

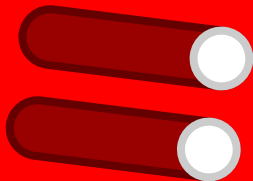
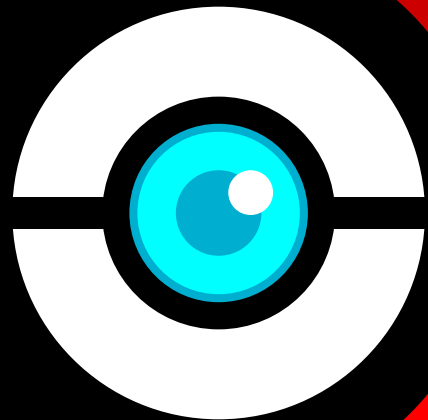
	NEW ENTRY	EXISTING ENTRY	RESULT
N	Gengar	Gengar	PROMPT FOR OVERWRITE
SN	GNGAR	GENGR	
N	Arctovish	Arctozolt	INVALID SHORT NAME
SN	ARCTO	ARCTO	
N	Dragapult	Dragapult	PROMPT FOR OVERWRITE
SN	DRAGA	DRAGA	

## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

[INPUT] :

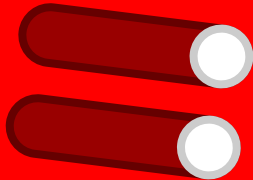
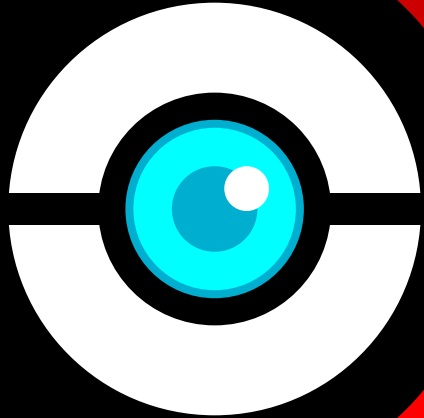


## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

[INPUT] : 1

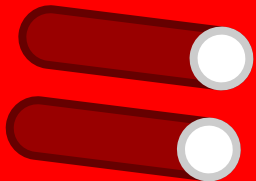
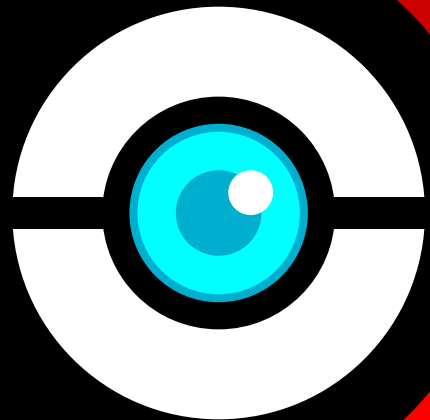


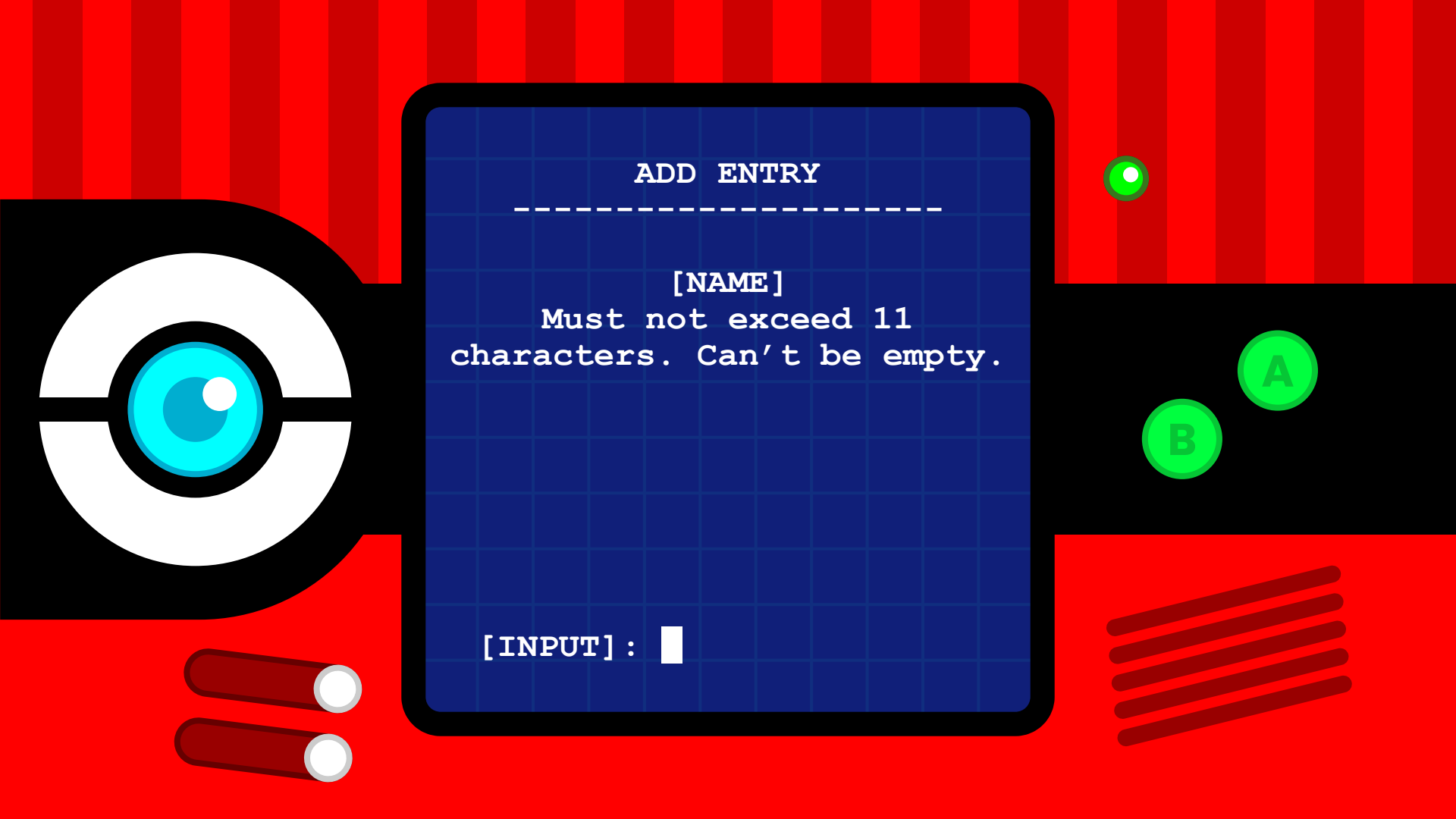


## ADD ENTRY

-----

Create a dex entry  
by filling up the  
fields below.



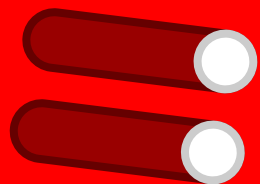
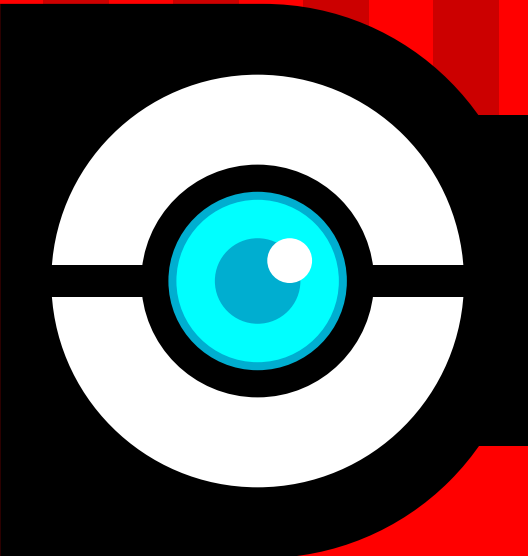


ADD ENTRY

-----

[NAME]  
Must not exceed 11  
characters. Can't be empty.

[INPUT] : █



ADD ENTRY

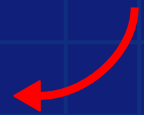
-----

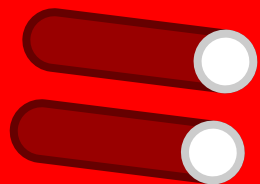
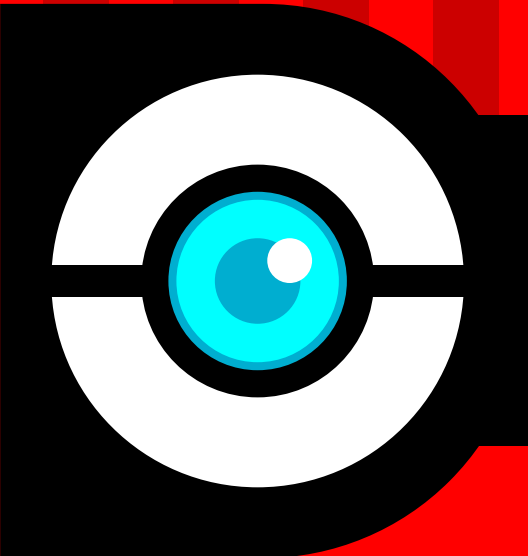
[NAME]

Must not exceed 11  
characters. Can't be empty.

LET'S *Ship* TO THE END  
OF THE ADD ENTRY.

[ INPUT ] :





ADD ENTRY

-----

[NAME] : Gengar

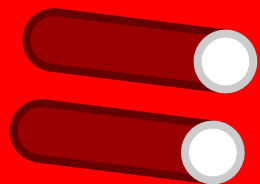
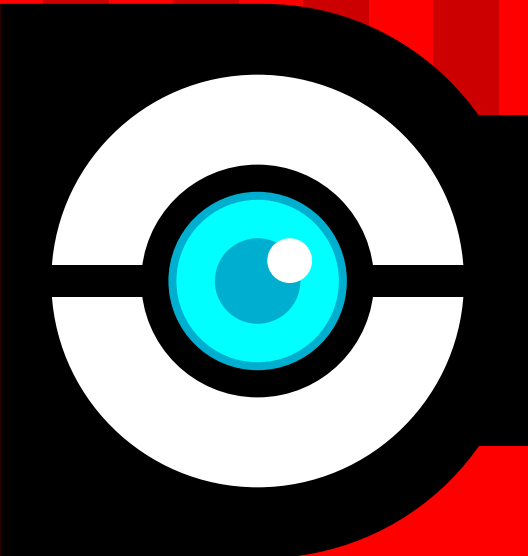
[SHORT NAME] : GNGAR

[DESCRIPTION] :

A ghost Pokémon.

[GENDER] : MALE





ADD ENTRY

-----

[NAME] : Gengar

[SHORT NAME] : GNGAR

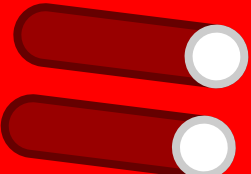
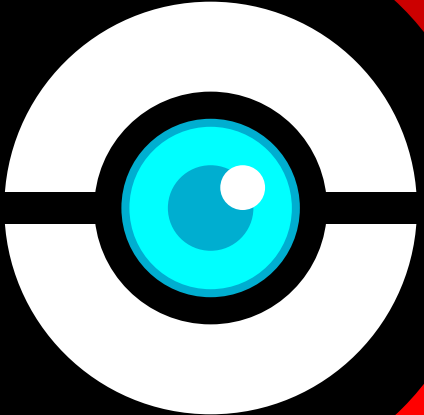
[DESCRIPTION] :

A ghost Pokémon.

[GENDER] : MALE

THE NAME IS *Already* IN THE DEX.





The name Gengar already exists.  
Do you wish to overwrite the  
entry shown below? (YES / NO)

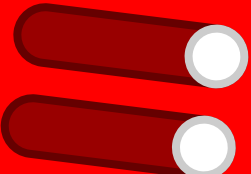
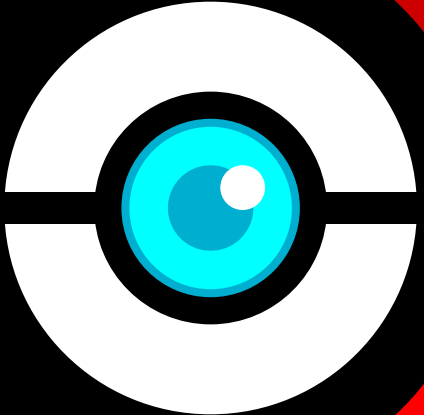
[NAME]: Gengar  
[SHORT NAME]: GENGR

[DESCRIPTION]:  
A ghost Pokémon.

[GENDER]: MALE

[INPUT]:





The name Gengar already exists.  
Do you wish to overwrite the  
entry shown below? (YES / NO)

[NAME]: Gengar  
[SHORT NAME]: GENGR

[DESCRIPTION]:  
A ghost Pokémon.

[GENDER]: MALE

[INPUT]: YES 



## ADD ENTRY

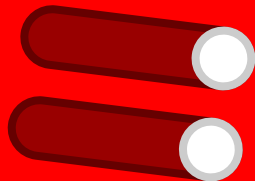
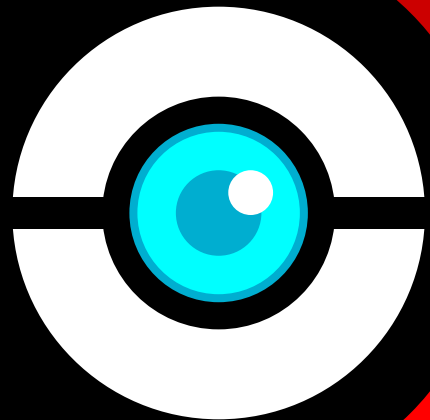
---

[NAME] : Gengar  
[SHORT NAME] : GNGAR

[DESCRIPTION] :  
A ghost Pokémon.

[GENDER] : MALE

ENTRY SUCCESSFULLY ADDED!



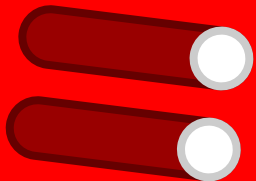
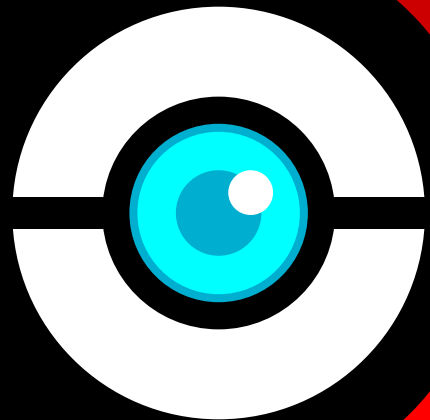


## FAKÉDEX

---

- [1] Add Entry
- [2] View Entries
- [3] Update Entry
- [4] Remove Entry
  
- [0] Exit

[INPUT] :



## FUNCTIONALITY: *Fakédex* | UPDATE ENTRY

→ Users are allowed to edit the following fields in an entry:

## FUNCTIONALITY: *Fakédex* | UPDATE ENTRY

→ Users are allowed to edit the following fields in an entry:

- Name
- Short Name
- Description
- Gender

## FUNCTIONALITY: *Fakédex* | UPDATE ENTRY

- Users are allowed to edit the following fields in an entry:
  - Name
  - Short Name
  - Description
  - Gender
- The edited values must still follow the previously stated limitations.

## FUNCTIONALITY: *Fakédex* | UPDATE ENTRY

- Users are allowed to edit the following fields in an entry:
  - Name
  - Short Name
  - Description
  - Gender
- The edited values must still follow the previously stated limitations.
- Once an entry has been successfully updated, it must reflect in the **View Dex Entries** feature.

## FUNCTIONALITY: *Fakédex* | REMOVE ENTRY

- Users may remove an entry from the Dex by typing the entry's **NAME** in the Remove Dex Entry feature.

## FUNCTIONALITY: *Fakédex* | REMOVE ENTRY

- Users may remove an entry from the Dex by typing the entry's **NAME** in the Remove Dex Entry feature.
- Entries marked as **CAUGHT** cannot be removed from the Dex anymore.

## FUNCTIONALITY: *Fakédex* | REMOVE ENTRY

- Users may remove an entry from the Dex by typing the entry's **NAME** in the Remove Dex Entry feature.
- Entries marked as **CAUGHT** cannot be removed from the Dex anymore.
- Once an entry has been successfully deleted, it must reflect in the **View Dex Entries** feature.





4

**FUNCTIONALITY:**  
*Exploration*

## FUNCTIONALITY: *Exploration*

- Catching Pokémon in order to update the Fakédex is done through the Exploration feature.

## FUNCTIONALITY: *Exploration*

- Catching Pokémon in order to update the Fakédex is done through the Exploration feature.
- The player traverses a row of 7 grass tiles to encounter a random Pokémon listed in the Dex.

## FUNCTIONALITY: *Exploration*

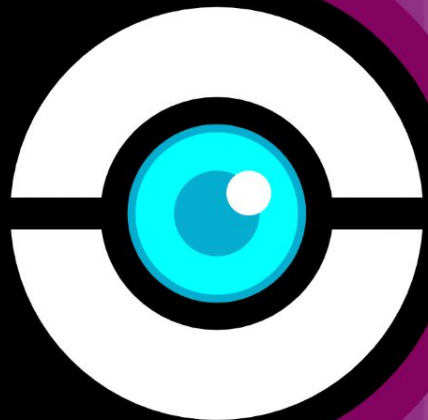
- Catching Pokémon in order to update the Fakédex is done through the Exploration feature.
- The player traverses a row of 7 grass tiles to encounter a random Pokémon listed in the Dex.
  - It is possible to catch more than one Pokémon of the same **NAME**.

## FUNCTIONALITY: *Exploration*

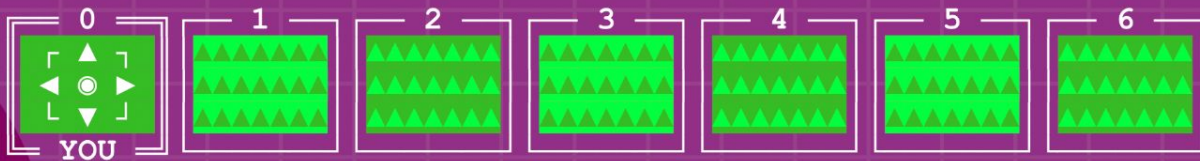
- Catching Pokémon in order to update the Fakédex is done through the Exploration feature.
- The player traverses a row of 7 grass tiles to encounter a random Pokémon listed in the Dex.
  - It is possible to catch more than one Pokémon of the same **NAME**.
- The player should **not be allowed** to select this feature from the Main Menu if their box has reached maximum capacity.

## FUNCTIONALITY: *Exploration*

- Catching Pokémon in order to update the Fakédex is done through the Exploration feature.
- The player traverses a row of 7 grass tiles to encounter a random Pokémon listed in the Dex.
  - It is possible to catch more than one Pokémon of the same **NAME**.
- The player should not be allowed to select this feature from the Main Menu if their box has reached maximum capacity.
  - Additionally, the player should be **kicked out** of this feature once their box reaches maximum capacity while in the middle of Exploration.

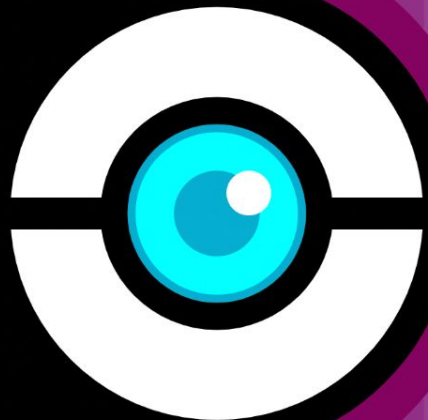


## EXPLORATION

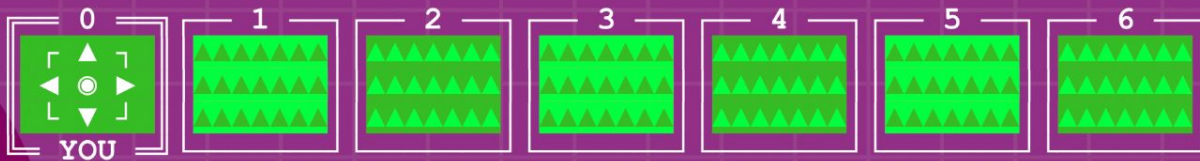


[FORWARD] to move 1 tile to the right.  
[BACKWARD] to move 1 tile to the left.  
[EXIT] to return to the Main Menu.

[INPUT] :



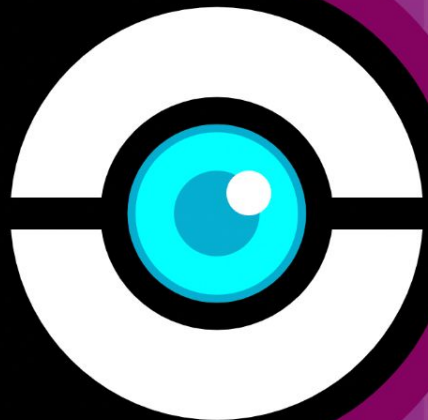
## EXPLORATION



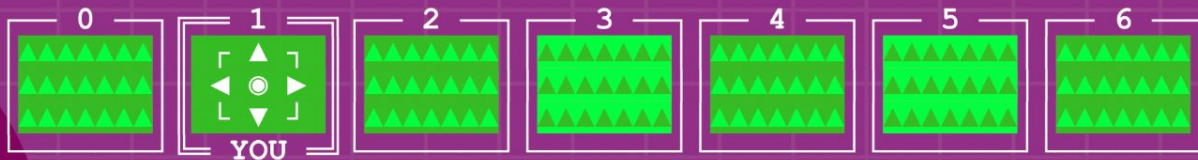
[FORWARD] to move 1 tile to the right.  
[BACKWARD] to move 1 tile to the left.  
[EXIT] to return to the Main Menu.

[INPUT]: FORWARD





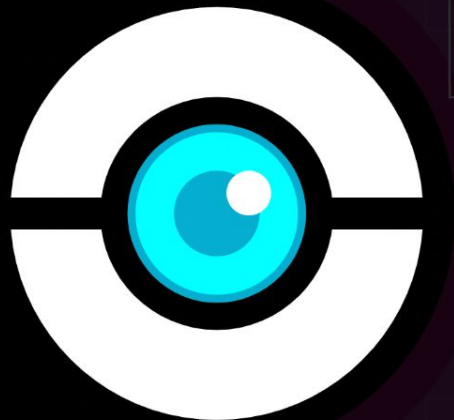
## EXPLORATION



[FORWARD]    to move 1 tile to the right.  
[BACKWARD]    to move 1 tile to the left.  
[EXIT]        to return to the Main Menu.

[INPUT] : ■



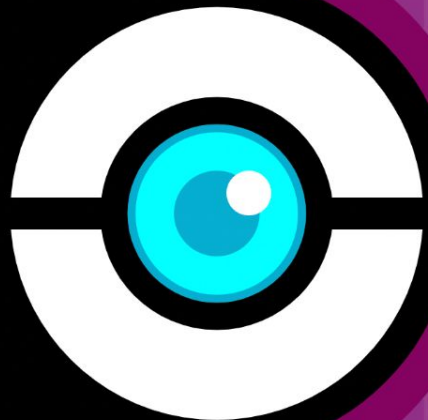


EXPLORATION

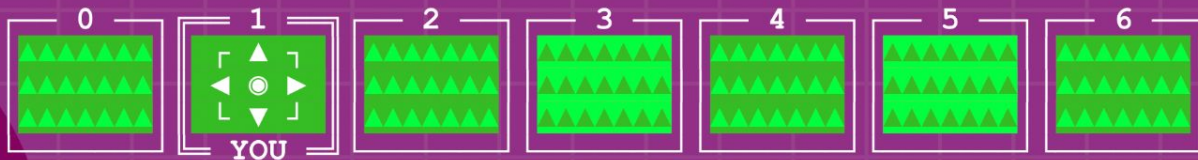


Everytime the player steps on  
a **different tile**, they have a  
**40%** chance to **encounter**  
a Pokémon.

[INPUT] : ■

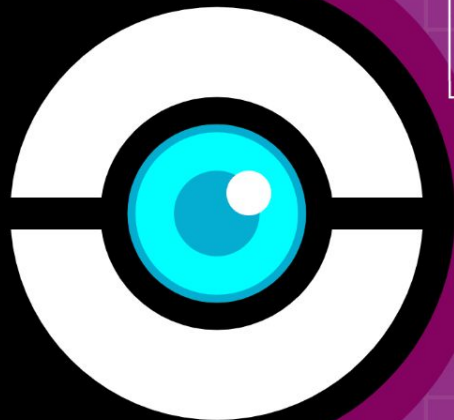


## EXPLORATION

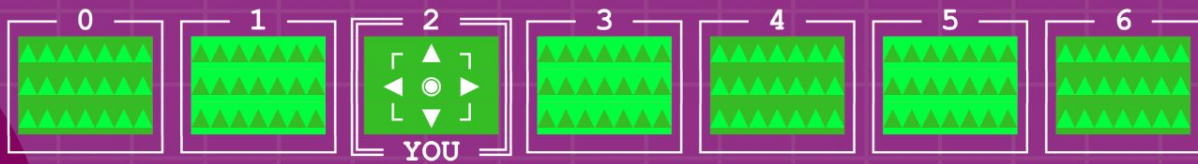


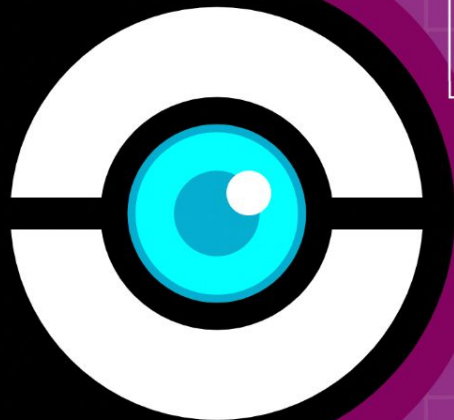
[FORWARD] to move 1 tile to the right.  
[BACKWARD] to move 1 tile to the left.  
[EXIT] to return to the Main Menu.

[INPUT]: FORWARD

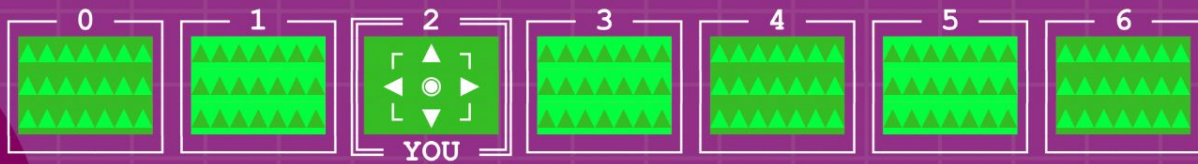


## EXPLORATION

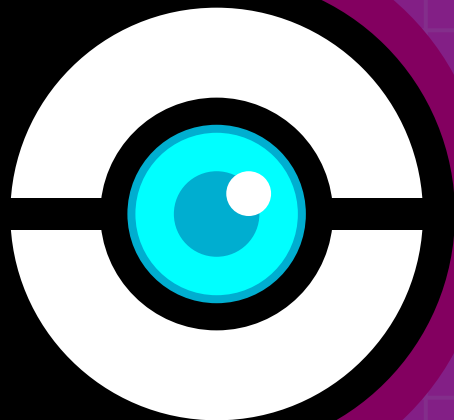




# EXPLORATION



YOU ENCOUNTERED A POKEMON!



## ENCOUNTER

---

NGAR

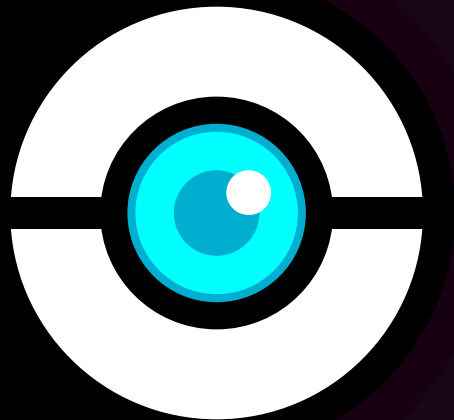


NAME: GENGAR  
GENDER: MALE

[CATCH] to attempt to catch the Pokemon.  
[RUN] to go back to Exploration.

[INPUT] :





ENCOUNTER

GNGAR

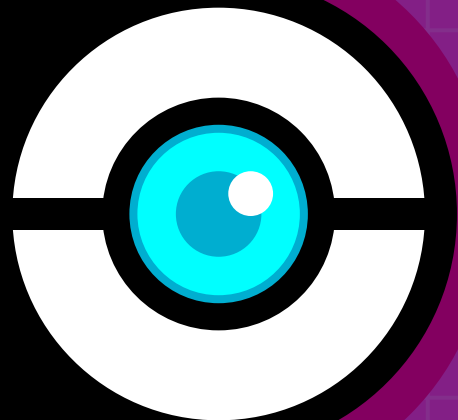


NAME: GENGAR

There is an **80%** chance to  
**catch** the encountered  
Pokémon.

[CATCH] to attempt to catch the Pokemon.  
[RUN] to go back to Exploration.

[INPUT]: CATCH



ENCOUNTER

NGAR

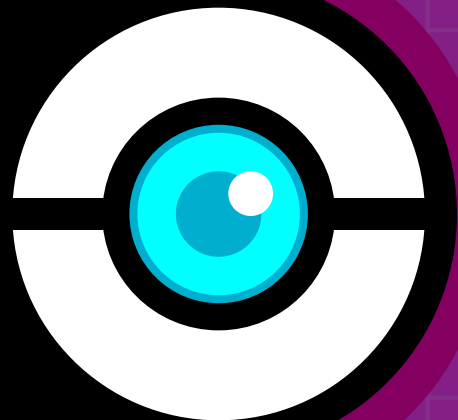


NAME: GENGAR  
GENDER: MALE

YOU THREW A POKEBALL...







ENCOUNTER

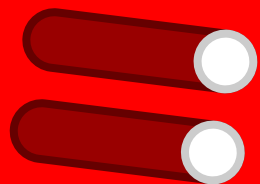
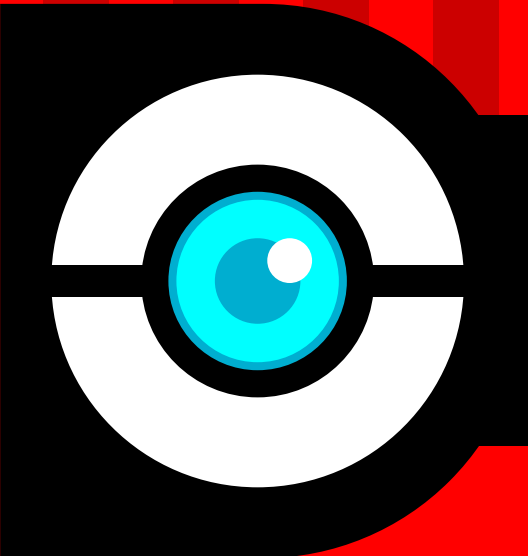
NGAR



NAME: GENGAR  
GENDER: MALE

GENGAR WAS SUCCESSFULLY CAUGHT!





NEW POKEDEX ENTRY

GNGAR

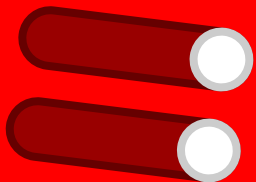
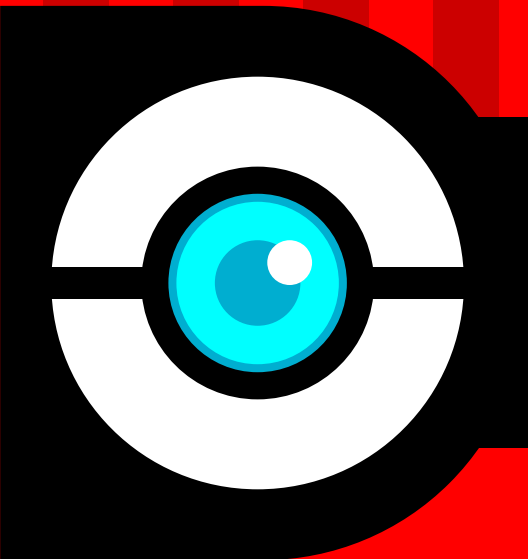


NAME: Gengar  
SHORT NAME: GNGAR

DESCRIPTION:  
A ghost Pokémon.

GENDER: MALE  
CAUGHT: YES





NEW POKEDEX ENTRY

GNGAR



NAME: Gengar  
SHORT NAME: GNGAR

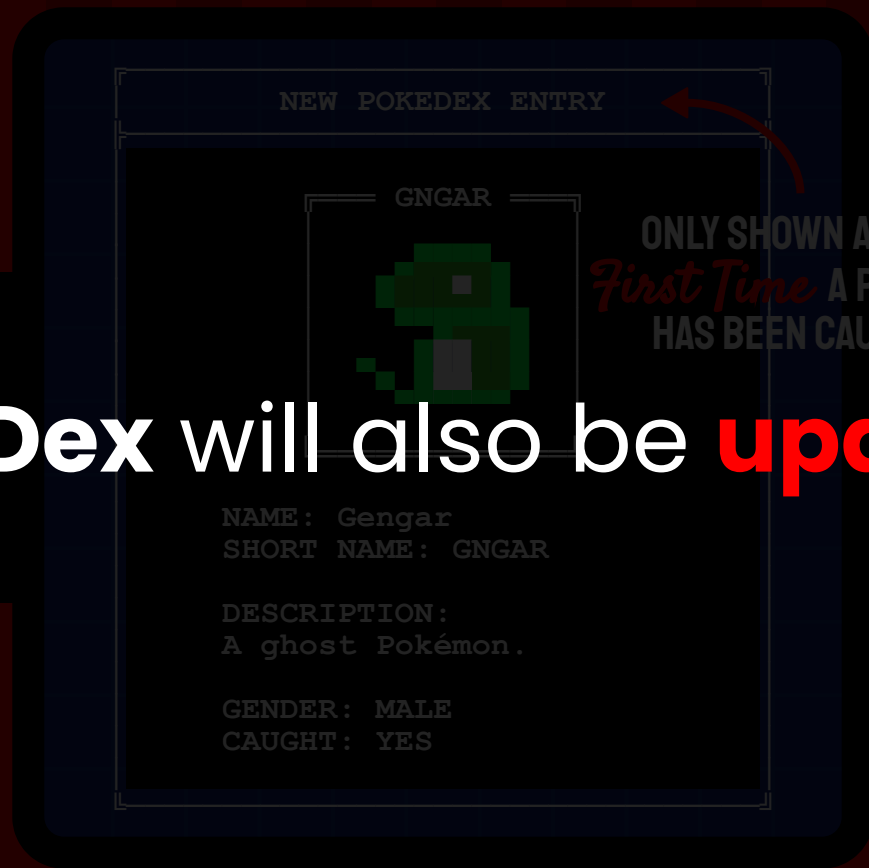
DESCRIPTION:  
A ghost Pokémon.

GENDER: MALE  
CAUGHT: YES

ONLY SHOWN AT THE  
*First Time* A POKEMON  
HAS BEEN CAUGHT.



Your **Dex** will also be **updated.**



## VIEW ENTRIES

---



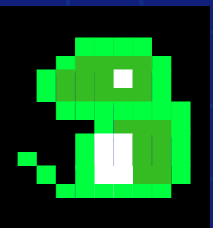
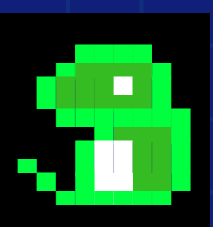
NAME: Gengar  
SHORT NAME: ???  
DESCRIPTION: ???  
GENDER: ???  
CAUGHT: NO

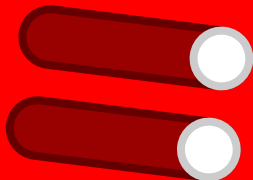


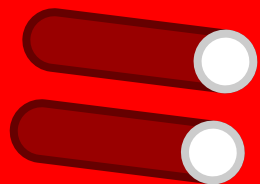
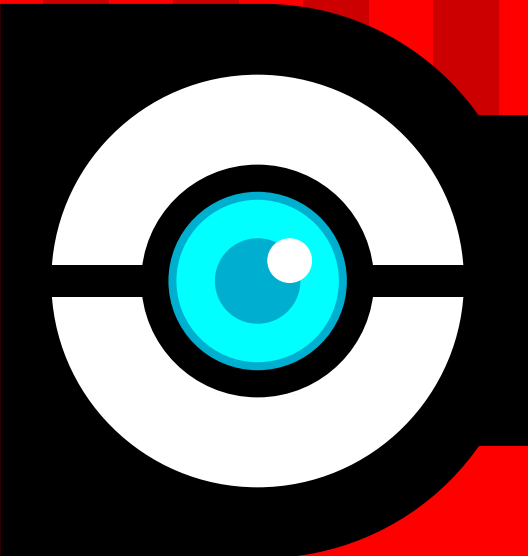
NAME: Alcremie  
SHORT NAME: ???  
DESCRIPTION: ???  
GENDER: ???  
CAUGHT: NO

Your Dex will also be **updated.**

## VIEW ENTRIES


	<p>NAME: Gengar SHORT NAME: GNGAR DESCRIPTION: A ghost Pokémon. GENDER: MALE CAUGHT: YES</p>
	<p>NAME: Alcremie SHORT NAME: ??? DESCRIPTION: ??? GENDER: ??? CAUGHT: NO</p>





NEW POKEDEX ENTRY

GNGAR

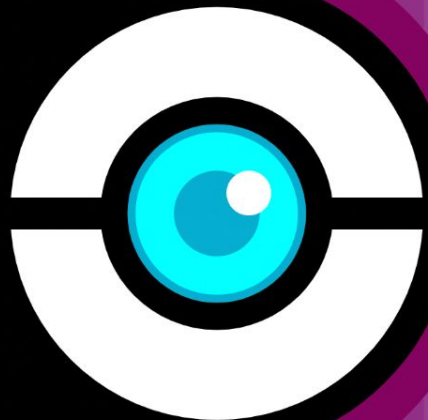


NAME: Gengar  
SHORT NAME: GNGAR

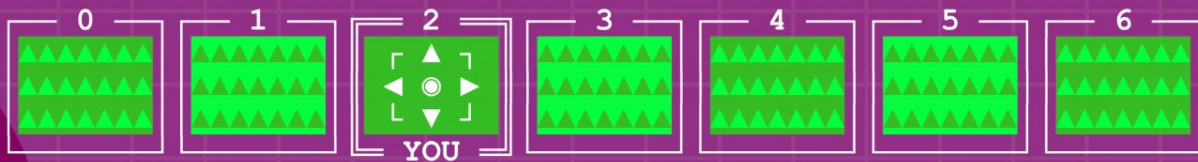
DESCRIPTION:  
A ghost Pokémon.

GENDER: MALE  
CAUGHT: YES





## EXPLORATION



[FORWARD] to move 1 tile to the right.  
[BACKWARD] to move 1 tile to the left.  
[EXIT] to return to the Main Menu.

[INPUT] :





## FUNCTIONALITY: *Exploration* | ENCOUNTERS

- When an **ENCOUNTER** is triggered, a random Pokémon will be shown on screen.

## FUNCTIONALITY: *Exploration* | ENCOUNTERS

- When an **ENCOUNTER** is triggered, a random Pokémon will be shown on screen.
  - Each Pokémon listed in the Dex should have an equal chance of appearing.

## FUNCTIONALITY: *Exploration* | ENCOUNTERS

- When an **ENCOUNTER** is triggered, a random Pokémon will be shown on screen.
  - Each Pokémon listed in the Dex should have an equal chance of appearing.
  - The **NAME** and **GENDER** of the encountered Pokémon should be shown to the user.



**5**

**FUNCTIONALITY:**  
*Box*

## FUNCTIONALITY: *Box*

→ Pokémon **caught** from Explorations are immediately placed in the Box.

## FUNCTIONALITY: *Box*

- Pokémon caught from Explorations are immediately placed in the Box.
- When this feature is accessed, it should print the **SLOT NUMBER** along with the **NAME** or **SHORT NAME** of the Pokémon occupying each slot.

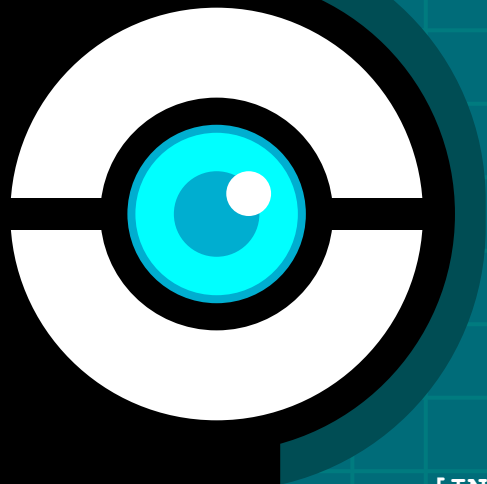
## FUNCTIONALITY: *Box*

- Pokémon caught from Explorations are immediately placed in the Box.
- When this feature is accessed, it should print the **SLOT NUMBER** along with the **NAME** or **SHORT NAME** of the Pokémon occupying each slot.
- When printing the box contents, make it so that there are at most 4 slots per row.

## FUNCTIONALITY: *Box*

- Pokémon caught from Explorations are immediately placed in the Box.
- When this feature is accessed, it should print the **SLOT NUMBER** along with the **NAME** or **SHORT NAME** of the Pokémon occupying each slot.
- When printing the box contents, make it so that there are at most 4 slots per row.
  - Only print the occupied slots, or alternatively, until the row of the last occupied slot.





BOX

-----  
[101] SEARCH | [102] SORT

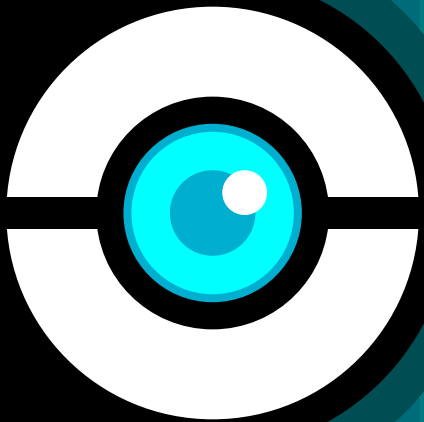
EMPTY

EMPTY

EMPTY

EMPTY

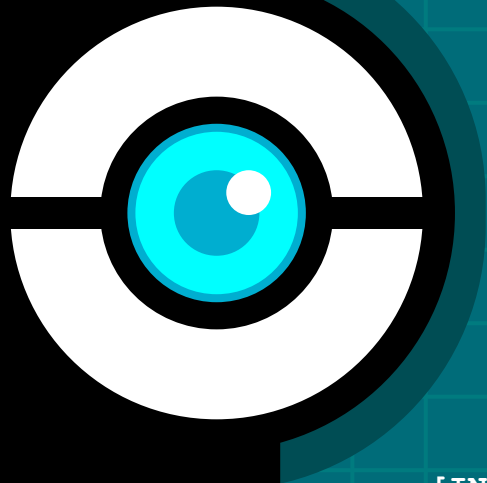
[INPUT] :



[101] SEARCH | [102] SORT

001	002	003	004
GNGAR	EMPTY	EMPTY	EMPTY

[ INPUT ] :

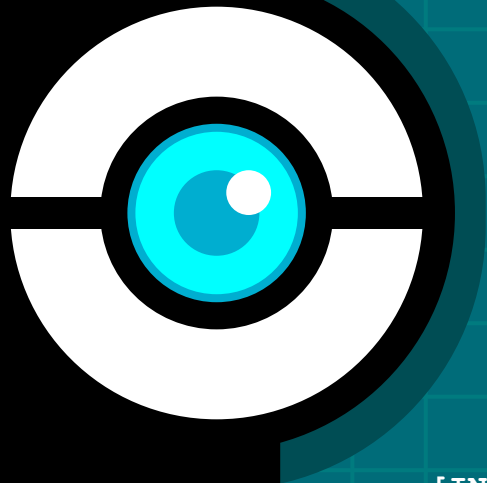


BOX

-----  
[101] SEARCH | [102] SORT

001	002		
GNGAR	ALCRM	EMPTY	EMPTY

[INPUT] :



BOX

-----  
[101] SEARCH | [102] SORT

001	002	003	
GNGAR	ALCRM	GNGAR	EMPTY

[INPUT] :

## FUNCTIONALITY: *Box*

- The Box should start off as empty when no Pokémon has been caught.

## FUNCTIONALITY: *Box*

- The Box should start off as empty when no Pokémon has been caught.
- It should have a maximum capacity of 100, with the first slot number starting at 1.

## FUNCTIONALITY: *Box*

- The Box should start off as empty when no Pokémon has been caught.
- It should have a maximum capacity of 100, with the first slot number starting at 1.
- Newly added Pokémon appear **after the last occupied entry** in the Box.

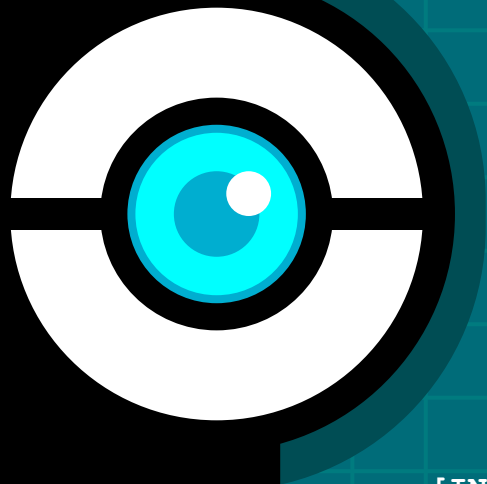
## FUNCTIONALITY: *Box*

- The Box should start off as empty when no Pokémon has been caught.
- It should have a maximum capacity of 100, with the first slot number starting at 1.
- Newly added Pokémon appear after the last occupied entry in the Box.
- If the user selects one of the **occupied slots** in the box, they are presented with the following options:



## FUNCTIONALITY: *Box*

- The Box should start off as empty when no Pokémon has been caught.
- It should have a maximum capacity of 100, with the first slot number starting at 1.
- Newly added Pokémon appear after the last occupied entry in the Box.
- If the user selects one of the occupied slots in the box, they are presented with the following options:
  - View Entry
  - Release
  - Cancel

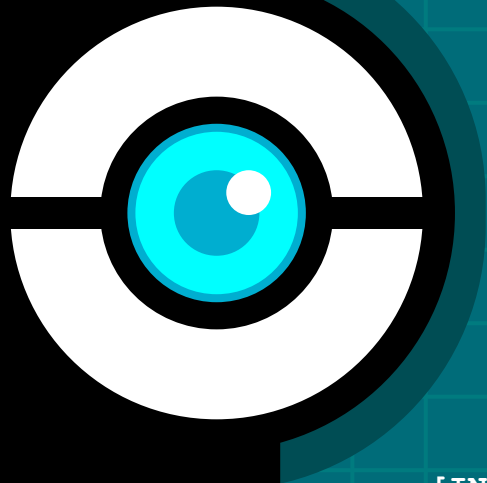


BOX

-----  
[101] SEARCH | [102] SORT

001	002	003	
GNGAR	ALCRM	GNGAR	EMPTY

[INPUT] :



BOX

-----  
[101] SEARCH | [102] SORT

001	002	003	
GNGAR	ALCRM	GNGAR	EMPTY

[INPUT]: 1

SLOT 001

[1] View Entry  
[2] Release

[0] Cancel

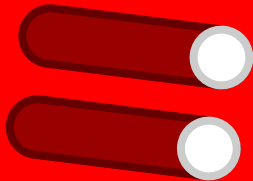
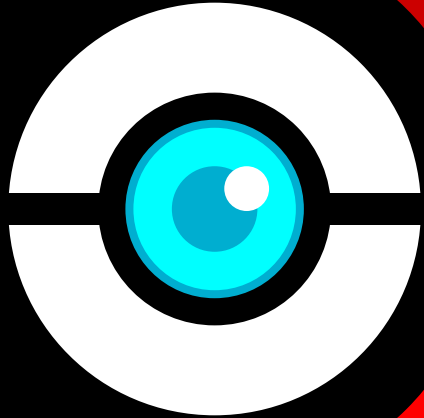
[INPUT] :

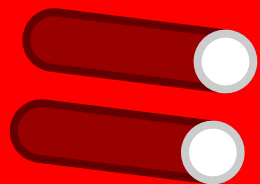
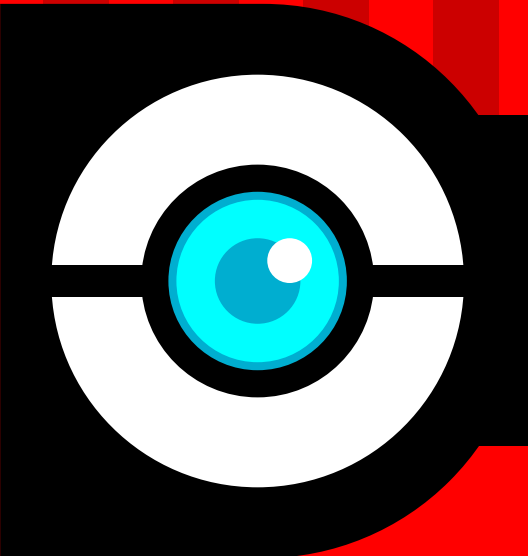
SLOT 001

[1] View Entry  
[2] Release

[0] Cancel

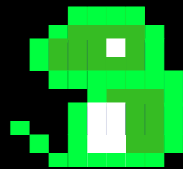
[INPUT] : 1





POKEDEX ENTRY

GNGAR



NAME: Gengar  
SHORT NAME: GNGAR

DESCRIPTION:  
A ghost Pokémon.

GENDER: MALE  
CAUGHT: YES



SLOT 001

[1] View Entry  
[2] Release

[0] Cancel

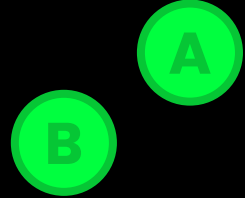
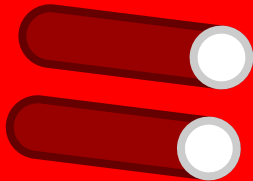
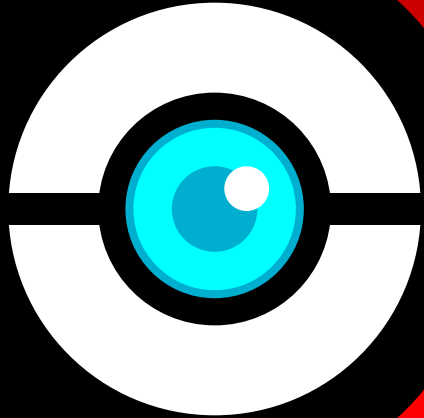
[INPUT] :

SLOT 001

[1] View Entry  
[2] Release

[0] Cancel

[INPUT] : 2





SLOT 001

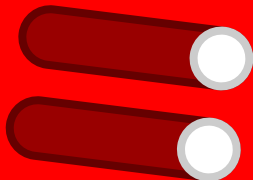
-----

Are you sure you want to release  
the Pokémon in SLOT 001?  
(YES / NO)

[NAME] : Gengar

[SHORT NAME] : GNGAR

[INPUT] :



SLOT 001

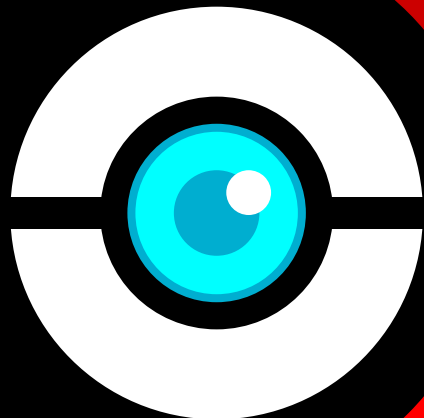
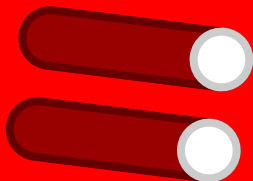
-----

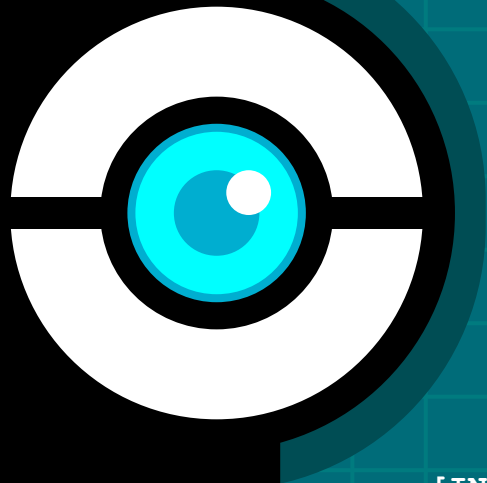
Are you sure you want to release  
the Pokémon in SLOT 001?  
(YES / NO)

[NAME] : Gengar

[SHORT NAME] : GNGAR

[INPUT] : YES





BOX

-----  
[101] SEARCH | [102] SORT

001	002		
ALCRM	GNGAR	EMPTY	EMPTY

[INPUT] :

## FUNCTIONALITY: *Box*

→ The user can **SORT** the Box contents by Pokemon **SHORT NAME**.

## FUNCTIONALITY: *Box*

- The user can **SORT** the Box contents by Pokemon **SHORT NAME**.
- The user can **SEARCH** the Box contents by Pokemon **NAME** or **SHORT NAME**.



6

**REMINDERS FOR**  
*Next Meeting*



## REMINDERS FOR *Next Meeting*

- Answer the **Hands-On Mock Exam** (to be released this Friday).

# THE *Fakédex* SPECIFICATIONS



Discussing the **MP** specifications  
and addressing any **questions**.