#### Pokémon database

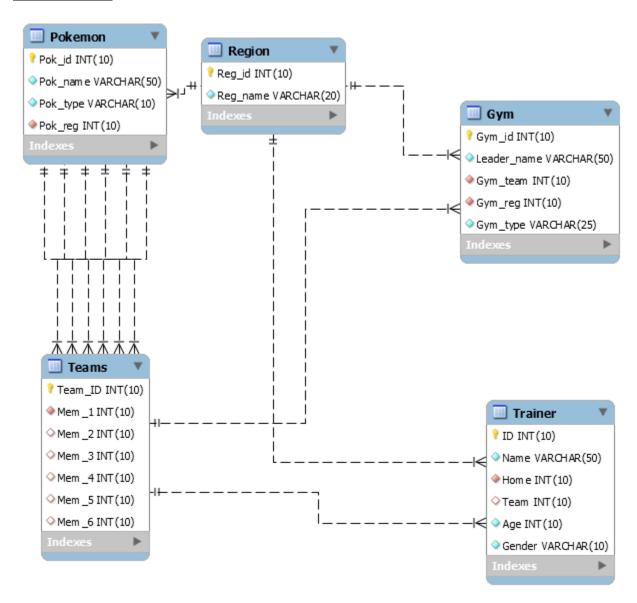
## **Project Outline**

I will be making a database that represents the Pokémon universe. This is a universe where trainers capture "Pokémon" for various reasons, namely to battle one another. This universe has many interesting aspects, from gym leaders, to Pokémon types, to different regions. This applications will track the kinds of various Pokémon, and the main use case will be to view information on the Pokémon and to generate teams containing Pokémon, which can afterwards be viewed in another webpage.

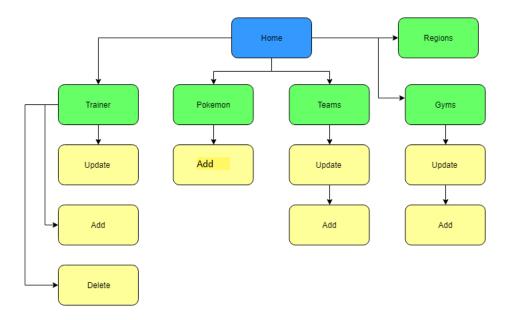
# **Database Overview**

- Trainer Contains information on trainers (users). Related to all other entities.
  - ID: Id of the trainer. Automatically assigned, incrementing. No NULL and no default.
     Primary Key
  - o Name: Name of the trainer. Cannot be NULL and no default. Max length 100 characters
  - o Home: Where the trainer is from. Dependent upon ID from region
  - o Teams: ID of the teams owned by this trainer. Cannot NULL, no default.
  - Age: Age of the trainer. Cannot be Null, no default.
  - o Gender: Gender of the trainer. Cannot be Null. No default
- Teams Contains information on the teams owned by different trainers. Related to Trainer and Pokemon
  - Team\_ID: Automatically assigned, incrementing. Cannot be NULL and no default.
  - Mem\_(1-6): ID numbers of pokemon that are in this team. Dependent upon pokemon.
     Cannot be NULL, no default.
- Region Contains information on the region everything else is located in, and as such is related to all other entities
  - Reg\_id: Automatically assigned incrementing value, used by other entities to refer to specific regions. Cannot be Null and no default. Primary Key.
  - Reg\_name: Name of the region, max length of 100 characters. It cannot be NULL and there is no default
- Gym Contains information on gym leader, the region located, and pokemon used
  - Leader\_name: Name of the gym leader. It cannot be NULL and there is no default. Max length of 100
  - o Gym team: ID of the team used by this gym. Cannot be NULL, no default.
  - o Gym reg: Cannot be NULL and no default. Dependent up Reg id from Region
  - o Gym\_id: Cannot be null and no default. Auto incrementing value. Primary key.
  - Gym\_type: The type of pokemon used at this gym. Cannot be null and no default.
- Pokemon –Relation with Region and with Teams. Attributes as follows:
  - Pok\_id: This incrementing value is automatically assigned when a pokemon is added to the database, and is the primary key.
  - Pok\_name: Name of the pokemon, max length of 100 characters. It cannot be NULL and there is no default
  - Pok\_type: Type of the pokemon, max length 50 characters. It cannot be NULL and the default is normal
  - o Pok reg: The home region of the Pokémon. This cannot be null and there is no default.

# **Database Design**



Website Design



## Page-specific Design

Home: This page will be used to explain what the purpose of the web based application is. The only UI components to be used will be the top bar which will allow the user to go to other pages. This page will communicate through GET exclusively, as it will not be updating any databases. No SQL queries will need to be made, as the information on this page will not reference the database.

Pokemon: This page will list all of the pokemon currently in the database. The UI components used will be the top bar to navigate to other pages. This page will operate through GET to load the page and populate it with all pokemon in the database. A POST request may be made if the user wants to add a pokemon to the database. SQL queries may be

SELECT Pok\_id, Pok\_name, Pok\_type, Reg\_name FROM Pokemon, Region WHERE Pok\_reg = Reg\_id INSERT INTO Pokemon (Pok\_name, Pok\_type, Pok\_reg) Values ([Pok\_name], [Pok\_Type], [Pok\_reg])

User will not be able to delete pokemon. Will implement a UI component to limit reg and type to real values. For example, type would not be able to be set to "Bob Dylan". This limitation will apply to regions as well

Gyms: This page will list all of the gyms currently in the database. This page will operate through GET to load the page and populate it with gyms. The user will be able to add gyms and update current gyms through POST requests. SQL queries may be

SELECT Gym\_id, Leader\_name, Gym\_type, Gym\_team, Reg\_name FROM Gym, Region WHERE Gym\_reg = Reg\_id

INSERT INTO Gym (Leader\_name, Gym\_type, Gym\_team) Values ([Leader\_name], [Gym\_Type], [Gym\_reg])

UPDATE Gym SET Leader\_name = [leader\_name], Gym\_team = [Team\_ID] WHERE Gym\_id = [ID]

**Trainer**: This page will initially show all trainers that exist in the database through GET requests sent to fill the page. POST requests will be sent when the user wants add a new trainer, whenever the user wants to update a currently existing trainer, and whenever the user wants to delete a currently existing user. There will be a navbar at the top as always to allow the user to go to other pages. This page has the most user interaction, implementing full CRUD compatibility. SQL queries may be:

INSERT INTO Trainer(Name, Home, Team, Age, Gender) VALUES ([Name], [Region], [team], [age], [gender])

SELECT ID, Name, Reg\_name, Team, Age, Gender FROM Trainer, Region WHERE Home = Reg\_id

UPDATE Trainer SET Name = [name], Home = [reg\_id], Team = [team\_id], Age = [age] WHERE ID = [id]

DELETE FROM Trainer WHERE ID = [id]

