Coding Plan

- **All SQL scripts**
  - Main script that runs all other scripts Minh
  - Script for every table
    Entity Tables
    - Moves AJ
    - Types AJ
    - Pokédex Josh
    - Pokémasters Minh
    - OwnedPokémon Minh
    - Schedules Josh

    Non-Entity Tables
    - PokémonTypes Minh
    - KnownMoves AJ
    - ForgottenMoves Josh
    - RatingCounts Newcomb
    - PokémasterRatings Newcomb

  - Script for every view (each person will take one when we decide how many we may need)
  - Script for every function and/or trigger
    (Newcomb will probably take the most challenging (seems to have the most knowledge on how to write them), then divide the rest amongst others)

    - Trigger for ghost types prevented from learning normal moves Minh
    - Trigger/function to make sure pokemon types match move types (all can learn normal except ghosts) Josh
- **All PHP scripts**
  - Think through user stories, workflow, user interfaces
  - Assign a file to someone
  - Display tables for user and admin (Newcomb)
  - Trainers need to input their pokemon info the first time (Minh)
  - Trainers need to be able to rank moves (5 star system) (Josh)
  - Bill needs to be able to alter the schedule (add and delete) (AJ)
- **CRUD (Create, Read, Update, Delete) for all tables**
  - Consumer UI
  - Admin/ Bill's UI
- **Avoid "specialists" make sure everyone has some SQL and some PHP**

- **Server Setup**
  - Create webuser (AJ & Newcomb)
    - Update account
    - Extend privileges to web user