

Pokemon Simulator User Guide

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Chapter 1

Introduction

The Pokemon simulator allows users to explore all original 151 Pokemon from the hit series. Users can also form teams, and do simulated battles with CPU opponents, while leveling up and growing their team.

Chapter 2

Installation

Ensure `cs-isp-ics4u.jar`, `data` folder, and `runjar.bat` are available. Double-click `runjar.bat`.

2.1. Building

To build from source, the latest version of the Java Development Kit 8 must be installed to your system at `C:\Program Files\Java\jdk8`. Double click on `compile` and `run.bat` to compile the class files and start the program.

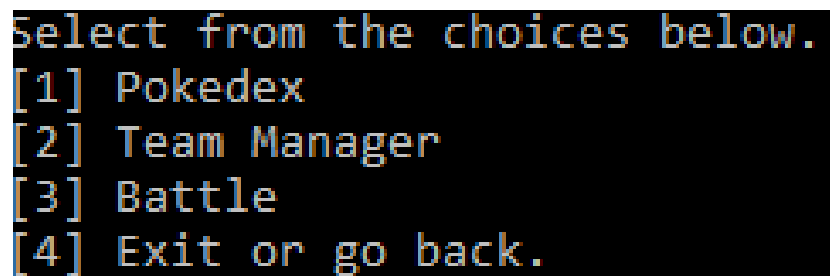
```
Building...  
Note: src\serialization\srsf\SerializationContext.java uses unchecked or unsafe operations.  
Note: Recompile with -Xlint:unchecked for details.  
Press any key to run
```


Chapter 3

Usage

3.1. Main Menu

Upon opening program, the first user interface will be the Main Menu. The user may choose one of three options, or the fourth, to exit from the application.



```
Select from the choices below.  
[1] Pokedex  
[2] Team Manager  
[3] Battle  
[4] Exit or go back.
```

Choose from the options by inputting number corresponding to each option.

3.2. Option One—Pokedex

The ‘Pokedex’ option allows the user to explore the database of Pokemon through various sorting and searching filters. Users can learn additional details about each Pokemon, in order to best assess which Pokemon to utilise in their teams. Upon selecting the ‘Pokedex’ function, the user will be prompted to select from 4 additional options.

```
Select from the choices below.  
[1] Search for Pokemon  
[2] Sort Pokemon  
[3] Open Pokedex  
[4] Exit or go back.
```

Choose from the options by inputting number corresponding to each option.

3.2.1. Search for Pokemon

This option allows the user to search from the database of Pokemon. Upon selecting the 'Search for Pokemon' function, the user will be instructed to select from 3 searching methods.

```
Select from the choices below.  
[1] Search by Name  
[2] Search by ID  
[3] Search by Type  
[4] Exit or go back.
```

Search by Name

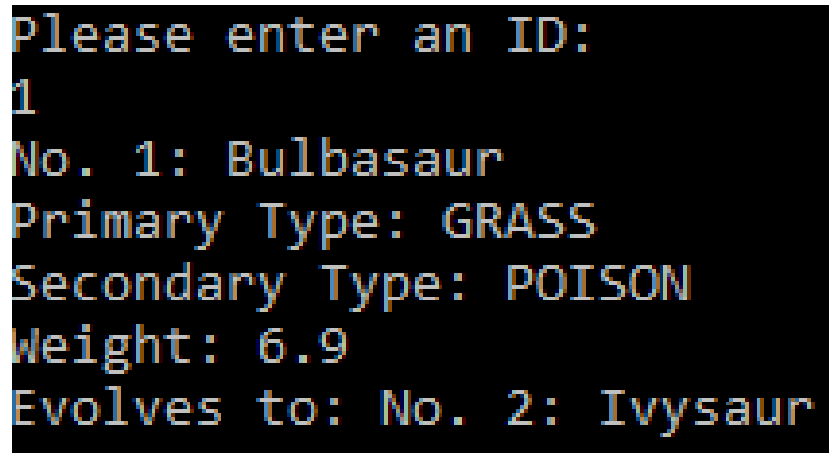
Search by Name allows the user to search a Pokemon by name, case-insensitively. However, the name must match spelling. Upon selecting the 'Search by Name' function, the user will be prompted for a name in string format. (case sensitive) The output will be the information belonging to the Pokemon corresponding with the name that was inputted.

```
Please enter a name:  
Mew  
No. 151: Mew  
Primary Type: PSYCHIC  
Secondary Type: Does not exist  
Weight: 4.0
```

The user will be returned to the 'Search by Pokemon' step after a result has been found.

Search by ID

Search by ID allows the user to search a Pokemon by it's numeric ID or number. Upon selecting the 'Search by ID' function, the user will be prompted for an integer input, for the unique ID number of the Pokemon. The information belonging to the Pokemon corresponding with the ID will be outputted.



```
Please enter an ID:
1
No. 1: Bulbasaur
Primary Type: GRASS
Secondary Type: POISON
Weight: 6.9
Evolves to: No. 2: Ivysaur
```

The user will be returned to the 'Search by Pokemon' step after a result has been found.

Search by Type

Search by Type allows the user to search for all Pokemon with a certain type. Upon selecting the 'Search by Type' function, the user will be provided with a list of all existing Pokemon types.

```
Available Pokemon Types:
[1] NORMAL
[2] FIRE
[3] WATER
[4] ELECTRIC
[5] GRASS
[6] ICE
[7] FIGHTING
[8] POISON
[9] GROUND
[10] FLYING
[11] PSYCHIC
[12] BUG
[13] ROCK
[14] GHOST
[15] DRAGON
[16] STEEL
```

Choose from the options by inputting number corresponding to each different type. After the search, a new screen will show up, prompting the user to view the results of the search.

```
Select from the choices below.
[1] View Results..
[2] Exit or go back.
```

The results will be paginated, with up to 5 Pokemon on a single page.

```
Select from the choices below.  
[1] Charmander  
[2] Charmeleon  
[3] Charizard  
[4] Vulpix  
[5] Ninetails  
[6] Next page  
[7] Exit or go back.
```

The user may choose to go to the next page, or view details for a Pokemon, by selecting the Pokemon as an option.

```
1  
No. 4: Charmander  
Primary Type: FIRE  
Secondary Type: Does not exist  
Weight: 8.5  
Evolves to: No. 5: Charmeleon
```

3.2.2. Sort Pokemon

Sort Pokemon allows the user to explore the Pokemon database in the Pokedex, sorted in various ways. Upon selecting the 'Sort Pokemon' function, the user will be instructed to select from 3 sorting methods.

```
Select from the choices below.  
[1] Sort Pokemon by Name  
[2] Sort Pokemon by Weight  
[3] Sort Pokemon by Number  
[4] Exit or go back.
```

Sort by Name

Sort by Name allows the user to explore the Pokedex in alphabetical order. Upon selecting the 'Sort Pokemon by Name' function, the user will be provided

with the option to view the results of the sort.

```
Select from the choices below.  
[1] View Results..  
[2] Exit or go back.
```

Should the user view the results, they will be shown a list with all the Pokemon in alphabetical order based on their name. The results will be paginated, with up to 5 Pokemon on a single page.

```
Select from the choices below.  
[1] Abra  
[2] Aerodactyl  
[3] Alakazam  
[4] Arbok  
[5] Arcanine  
[6] Next page  
[7] Exit or go back.
```

The user may choose to go to the next page, or view details for a Pokemon, by selecting the Pokemon as an option.

```
1  
No. 63: Abra  
Primary Type: PSYCHIC  
Secondary Type: Does not exist  
Weight: 19.5  
Evolves to: No. 64: Kadabra
```

The user can also choose to go back to the previous menu.

Sort by Weight

Sort by Weight allows the user to explore the Pokedex from lightest to heaviest. Upon selecting the 'Sort Pokemon by Weight' function, the user will be provided with the option to view the results of the sort.

```
Select from the choices below.  
[1] View Results..  
[2] Exit or go back.
```

Should the user view the results, they will be shown a list with all the Pokemon from lightest to heaviest. The results will be paginated, with up to 5 Pokemon on a single page.

```
Select from the choices below.  
[1] Gastly  
[2] Haunter  
[3] Diglett  
[4] Koffing  
[5] Pidgey  
[6] Next page  
[7] Exit or go back.
```

The user may choose to go to the next page, or view details for a Pokemon, by selecting the Pokemon as an option.

```
1  
No. 92: Gastly  
Primary Type: GHOST  
Secondary Type: POISON  
Weight: 0.1  
Evolves to: No. 93: Haunter
```

The user can also choose to go back to the previous menu.

Sort by Number

Sort by Number allows the user to explore the Pokedex in the order of their ID number. Upon selecting the 'Sort Pokemon by Number' function, the user will be provided with the option to view the results of the sort.

```
Select from the choices below.  
[1] View Results..  
[2] Exit or go back.
```

Should the user view the results, they will be shown a list with all the Pokemon in ascending order based on their ID. The results will be paginated, with up to 5 Pokemon on a single page.

```
Select from the choices below.  
[1] Bulbasaur  
[2] Ivysaur  
[3] Venusaur  
[4] Charmander  
[5] Charmeleon  
[6] Next page  
[7] Exit or go back.
```

The user may choose to go to the next page, or view details for a Pokemon, by selecting the Pokemon as an option.

```
1  
No. 1: Bulbasaur  
Primary Type: GRASS  
Secondary Type: POISON  
Weight: 6.9  
Evolves to: No. 2: Ivysaur
```

The user can also choose to go back to the previous menu.

3.2.3. Open Pokedex

Open Pokedex simply provides the user with a list of all the Pokemon in their ID order.

The user will be provided with the option to view the results of all the Pokemon.

```
Select from the choices below.  
[1] View Results..  
[2] Exit or go back.
```

Should the user view the results, they will be shown a list with all the Pokemon in ascending order based on their ID. The results will be paginated, with up to 5 Pokemon on a single page.

```
Select from the choices below.  
[1] Bulbasaur  
[2] Ivysaur  
[3] Venusaur  
[4] Charmander  
[5] Charmeleon  
[6] Next page  
[7] Exit or go back.
```

The user may choose to go to the next page, or view details for a Pokemon, by selecting the Pokemon as an option.

```
1  
No. 1: Bulbasaur  
Primary Type: GRASS  
Secondary Type: POISON  
Weight: 6.9  
Evolves to: No. 2: Ivysaur
```

The user can also choose to go back to the previous menu.

3.3. Option Two—Team Manager

The Team Manager allows the user the manage their Pokemon team in preparation for battle! Any created teams will be saved upon safe exit of the application. Upon selecting the ‘Team Manager’ function, the user will be prompted to select from 3 additional options.

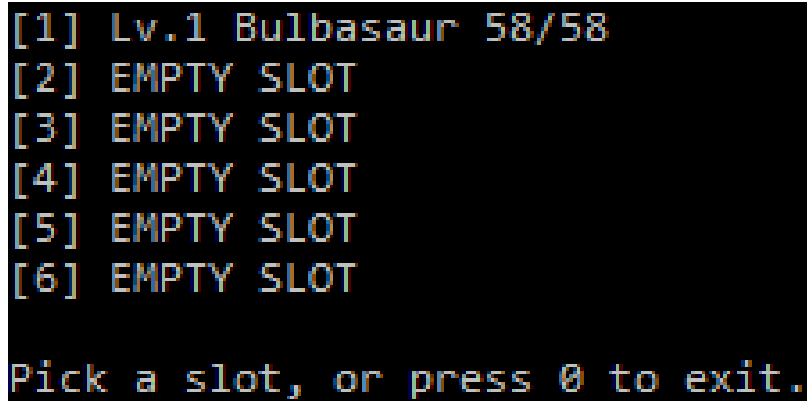
```
Select from the choices below.  
[1] Make or Edit Team  
[2] View Team  
[3] Exit or go back.
```

3.3.1. Make or Edit Team

Make or Edit Team should be the first stop if you want to battle. Upon first entering this menu, 6 empty slots will be displayed to the user, who will be prompted to pick a Pokemon from their IDs, of 1 to 151. This will be the first Pokemon in your party.

```
[1] EMPTY SLOT  
[2] EMPTY SLOT  
[3] EMPTY SLOT  
[4] EMPTY SLOT  
[5] EMPTY SLOT  
[6] EMPTY SLOT  
  
Pick a pokemon from 1 to 151
```

Thereafter, the user will be able to create the rest of his or her party, of up to six Pokemon. The user will be prompted to pick a slot from 1 to 6, to add or replace any of the Pokemon in his party, or press 0 to exit.



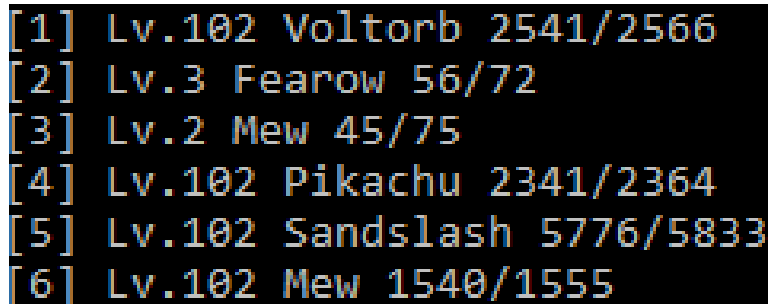
```
[1] Lv.1 Bulbasaur 58/58
[2] EMPTY SLOT
[3] EMPTY SLOT
[4] EMPTY SLOT
[5] EMPTY SLOT
[6] EMPTY SLOT

Pick a slot, or press 0 to exit.
```

All new Pokemon start at level one. Be careful not to replace your level 20 Pikachu with a brand new level 1 Meowth! Once replaced, Pokemon can not be recovered!

3.3.2. View Team

The View Team option allows the user to view his team, with level and HP statistics.



```
[1] Lv.102 Voltorb 2541/2566
[2] Lv.3 Fearow 56/72
[3] Lv.2 Mew 45/75
[4] Lv.102 Pikachu 2341/2364
[5] Lv.102 Sandslash 5776/5833
[6] Lv.102 Mew 1540/1555
```

After the information has been displayed, the user will be returned to the previous menu.

3.3.3. Change Nickname

The Change Nickname option allows the user to change the nicknames of the Pokemon on his team. Upon selecting the 'Change Nickname' function, the user will be provided with 6 slots with the user's current Pokemon with their level and HP.

```
[1] Lv.1 Bulbasaur 24/24
[2] Lv.1 Beedrill 24/24
[3] EMPTY SLOT
[4] EMPTY SLOT
[5] EMPTY SLOT
[6] EMPTY SLOT
```

The user must then choose which Pokemon in which slot to change the nickname of. If the user chooses an Empty Slot, it will be treated as invalid.

The user will then be prompted for a nickname to give their Pokemon. Afterwards, the nickname will be applied.

```
Enter a new nickname:
Example
[1] Lv.1 Bulbasaur 24/24
[2] Lv.1 Example (Beedrill) 24/24
[3] EMPTY SLOT
[4] EMPTY SLOT
[5] EMPTY SLOT
[6] EMPTY SLOT
```

Nicknames can not be removed once applied, but can be changed to a different nickname.

3.4. Option 3—Battle

The Battle function allows the user to test their team against a CPU opponent. Using the first Pokemon in the party, the user will duel with a randomly generated party with the CPU. The user will be able to see both player's Pokemon's HPs and his/her own Pokemon's moves. The user will be prompted to choose a move or option.

```
You: Lv.102 Voltorb 2541/2566
Opponent: Lv.41 Grimer 2564/2564
[1] [POISON] Smog
[2] [PSYCHIC] Psybeam
[3] [WATER] Clamp
[4] [NORMAL] SkullBash
[5] Switch Pokemon.
Please choose a move.
```

The user may choose to use a move, or switch their Pokemon with another Pokemon in the party. The moves are randomly generated when the Pokemon was created, and can not be changed. If the user decides to use a move, the CPU will make their move as well, and a Battle Report will be displayed, showing the user the effects of the last round.

```
Beedrill used SkullBash!
Beedrill dealt 1 damage!

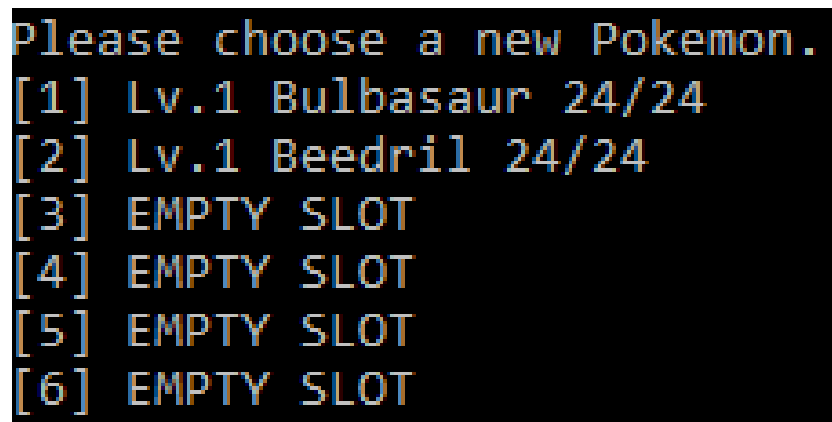
Beedrill healed for 2 damage!

Pidgey used TakeDown!
Pidgey dealt 15 damage!

Pidgey dealt 4 to itself!

You: Lv.1 Beedrill 4/24
Opponent: Lv.2 Pidgey 56/116
```

The user may also choose to switch their Pokemon. Should they decide to do this, they would be presented with a menu, where they could choose a new Pokemon to use.

A screenshot of a terminal window with a black background and yellow text. The text displays a prompt and a list of options for choosing a new Pokemon.

```
Please choose a new Pokemon.  
[1] Lv.1 Bulbasaur 24/24  
[2] Lv.1 Beedrill 24/24  
[3] EMPTY SLOT  
[4] EMPTY SLOT  
[5] EMPTY SLOT  
[6] EMPTY SLOT
```

Should your Pokemon run out of health points, they would no longer be able to battle. You would then be forced to choose a new Pokemon. If you have no Pokemon left, then you have lost the battle.

If you win your battle, your Pokemon will level up by one!

3.5. Exiting the Application

Please safely exit the application after use to ensure that the Pokemon data is saved correctly. To exit safely, simply select option 4—‘Exit or go back’ in the main menu.