Group 48

PogoTrade

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Executive Summary

The initial version of our project had just one join table for the action of having a trade. Our first peer feedback we received gave us the idea to have an "accepted" attribute on that table to decide on whether the trade has been accepted or not. We like the general idea of this because it allowed us to differentiate between trades which are searching for Pokemon vs. trades which are accepting Pokemon.

To implement this feedback we instead decided to have two join tables. One would be called Accepting and the other called Offering. This allowed us to have people go to seperate pages for whether they were trying to offer their Pokemon, or find someone elses Pokemon to obtain. We think that this design change made a lot of sense, and also simplified the implementation a lot. This way we wouldn't have to track active or completed trades.

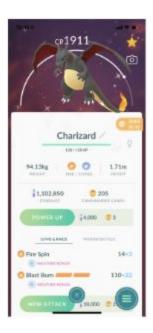
Our first web implementation had just one page for "Users". We found this to be confusing because we actually have multiple kinds of users. We have discord accounts, which can be tracked to multiple trainer accounts. Trainer accounts are the accounts on the actual PokemonGo app, while Discord accounts are on the Discord app. We decided it would be best to split these two accounts into separate pages. This means that when you add a trainer, you need to add it to your Discord account. With this implementation, users can go and add many trainers to their one Discord account.

We also received feedback regarding Pokemon, and the users ability to change the Pokemon field with whatever values they might like. Some people would have liked these values to be predetermined, and the users would select from them. We decided not to implement this change because down the road we see the Pokedex as being somewhat of an admin page. Likewise, some requested a drop down menu as opposed to fill in the black for the offers/accept to prevent people adding things that don't exist. We liked this idea and implemented it for offers/accept, as well as having a list of discord names and teams for creating a user.

We also implemented the cascade for the foreign keys to help remove trainers/Pokemon if they are involved in an offering/accepting based on Daniel Tran's feedback. This made sense to us, because if a trainer quits or a Pokemon was added in error, we would like to be able to delete it without worrying about whether they are currently involved in a trade or not.

Project Outline

In Pokemon Go, players can trade Pokemon with each other. Some popular Pokemon that people want to trade are regionals, shinies, and special Pokemon. Regional Pokemon are Pokemon that can only be caught in certain parts of the world. Shinies are Pokemon that have an alternative color palette and are relatively rare. Special Pokemon are classified as Pokemon that have a move that was only available for a limited time. The following is an example of a Pokemon that is both shiny and special. The following is an example of a Pokemon that is both shiny and special.



This database is used for Pokemon Go players to facilitate trades. Users can search the database to find Pokemon they're looking for and also list Pokemon they want to trade. Pokemon Go also has a "lucky friends" feature, where players may sometimes have a one-time special trade with each other; as a result, users may also want to search a user to see what they have to trade and what they want to receive.

Users may add or remove Pokemon they're looking for/have to trade on the website.

Database Outline

Discord Name Table

- Description: User's Discord Name
- Properties
 - DiscordID: int, auto-increment
 - Name: varchar(32)
 - Discord username of the user.
- Relationship:
 - o One to many with trainer name.

Trainer name Table

- Description: User's name in Pokemon Go. Some users have multiple accounts under a single communication name (for their friends/family members, etc.)
- Properties
 - TrainerID: int, auto-increment
 - Name: varchar(16)
 - PokemonGo Username.
- Relationship:
 - One to many with offer/accept table.
 - Many to many with PokeDex.
 - Many to one with DiscordName.
 - Many to one with Team.

Offer/Accept Table (Join, not entity)

- Description: Pokemon that players are looking for
- Properties
 - o Offer/AcceptID: int, auto-increment
 - o TrainerID: int
 - Trainer making the trade offer. Must be a valid Trainer ID.
 - PokemonOffer/AcceptID: int
 - The Pokemon that is being offered as a trade. Must me a valid Pokemon ID.
 - Relationship:
 - Many to one with Trainer.
 - Many to one PokeDex.

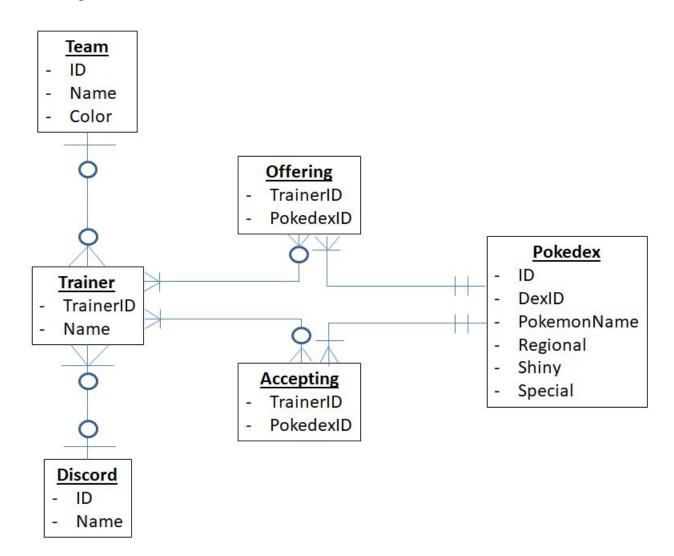
Pokedex Table

- Description: Pokemon that players have and are willing to trade with all the permutations of Pokemon with shiny, and special. Regional is a static property.
- Properties
 - PokemonID
 - Name: varchar(16)
 - o Shiny: bool
 - Whether the Pokemon is shiny.
 - o Regional: bool
 - Whether the Pokemon is regional.
 - Special: bool
 - Whether the Pokemon is special.
- Relationships: Many to many with Trainer.
- One to many with offer/accept tables.

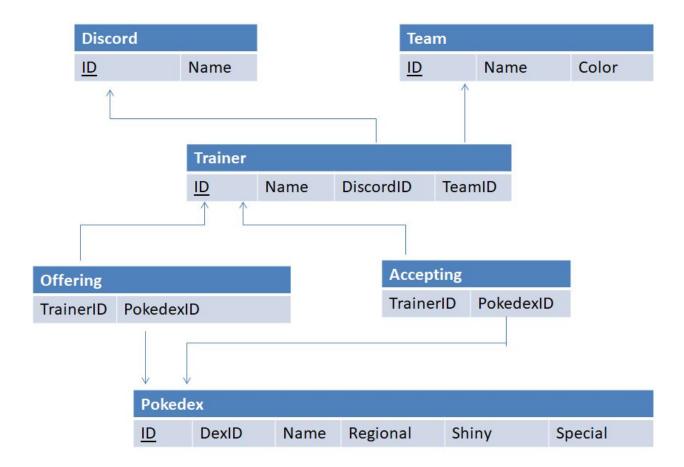
Team Table

- Description: Team that a trainer belongs to
- Properties
 - o TeamID: int: auto-increment
 - Name: varchar(16)

ER Diagram



Schema



UI Screenshots

Read/Delete/Add/Search Offering page



Update Offering Page



http://flip1.engr.oregonstate.edu:3196/

Read/Delete/Add/Search Accepting page



Update Accepting Page



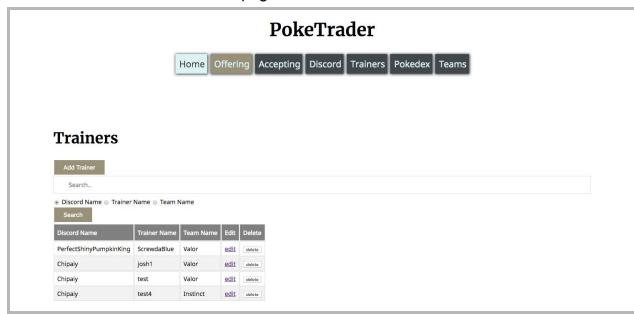
Read/Delete/Add/Search Discord page



Update Discord Page



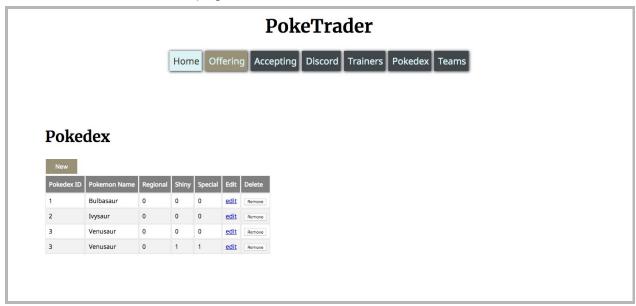
Read/Delete/Add/Search Trainer page



Update Trainer Page



Read/Delete/Add Pokedex page



Update Pokedex Page



http://flip1.engr.oregonstate.edu:3196/

Read/Delete/Add/Search Teams page



Remove Discord name from Trainer

