

Final Project: Project Proposal

Team members: Feng Hua Tan (Karyn), Yiming Luo, Sam Brannstrom, Lin Pyae Toe, Matej Zecic

1. What are you building?

PokeDex app.

2. What are the initial features for the application?

3. What are the minimum additional features you plan to implement?

4. What are your stretch goals (features beyond the minimum)?

Features	Requirements	Pokedex	PIC
1	Graphical User Interface (Can be a website or java swing/awt)	Pokedex GUI	Sam
2	Be able to view all items in the collection - in a logical order	Be able to list all pokemon from database in chronological order by ID	Matej
3	Be able to build a list of items from the collection	Be able to build a pokemon team. Add/remove pokemon to a list	Feng
4	Be able to save out that list using a file format we covered in the course such as .xml, .json, or .csv.	Be able to save a pokemon team to a JSON file	Yiming
5	Display details page for each item in collection	Click on each pokemon in the list displayed, have an option to go to a view page for each individual pokemon.	Yiming
6	Have your original item list come from an online API/online access	Database built with PokemonAPI, https://pokeapi.co/	Matej
7	Include images for your items	Include images for each pokemon	Yiming
8	Be able to filter and sort items in the collection	Be able to filter pokemon by ID, name, weight, height, type, sort by ascending or descending.	Lin
9	Be able to search for items in the collection and dynamically display a sublist of a collection based on user input	Display a pokemon sublist based on the search input	Feng

10	Additional features	Add background music & sound effects for event listeners (luxury items)	TBD
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5. Go over your initial design.

List of pokemon:

- Search input
- Search button
- toggle buttons for each pokemon type
- Toggle team view

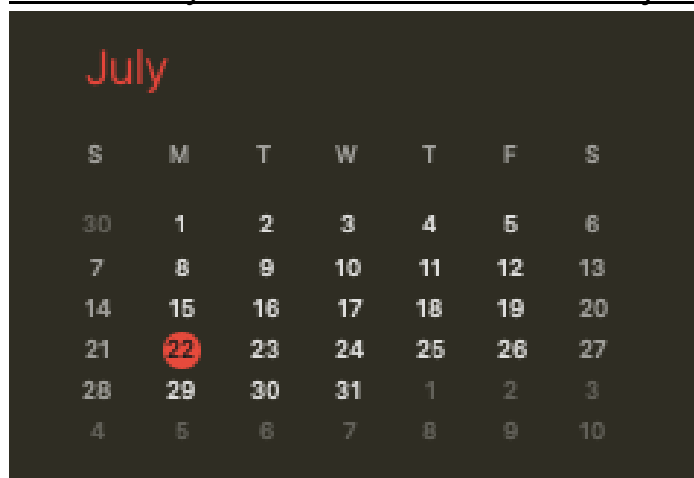
Individual pokemon:

- Button for adding if pokemon not in team, delete button in the same place if the pokemon is already in the team, button greyed out if reached max team limit
- Save, export button

6. How do you plan to break up the work?

1. Finish up the model.
2. Stub up the view, layout, button, panels. - Sam
3. Set up panel for list of pokemon - Sam
4. Set up panel for individual pokemon
5. Set up panel for pokemon team
6. **SEE TABLE ABOVE FOR THE SPECIFICS**

7. What is your teams timeline and major check-in points?



2 meetings per week, MVP by the end of the first week.

Mon July 22: Discuss proposal & work load

Wed July 24: PROPOSAL DUE THIS WEEK! ***

Mon July 29: Have 80% off the code done

Wed July 31: Finish coding & start non-code deliverables (design doc, java doc comments, etc)

Mon Aug 5: Prepare for the demo

Wed Aug 7: DEMO DUE THIS WEEK!!

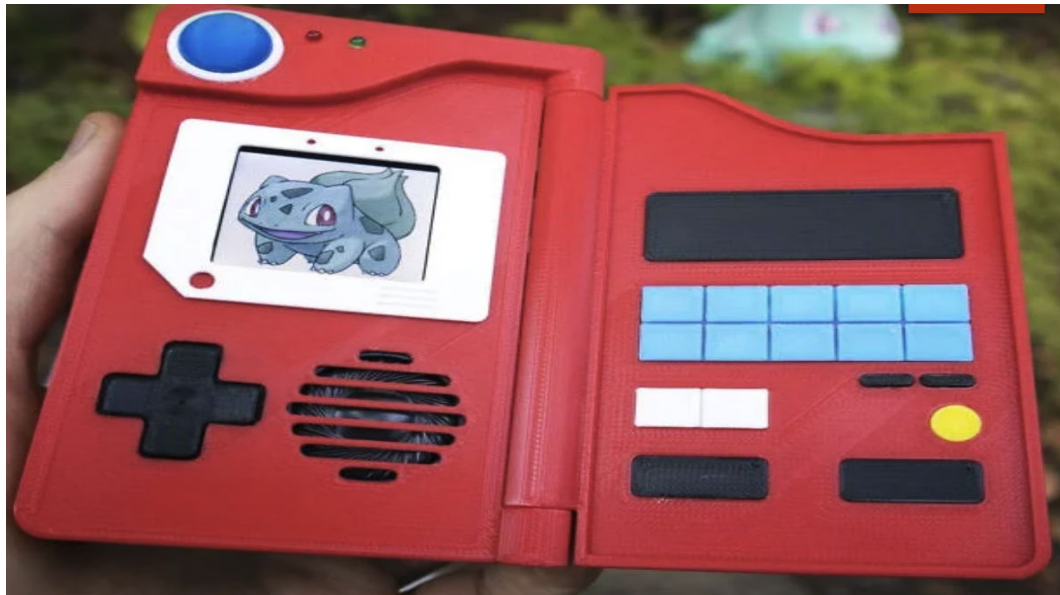
OTHER RESOURCES & INSPIRATION

Reference:

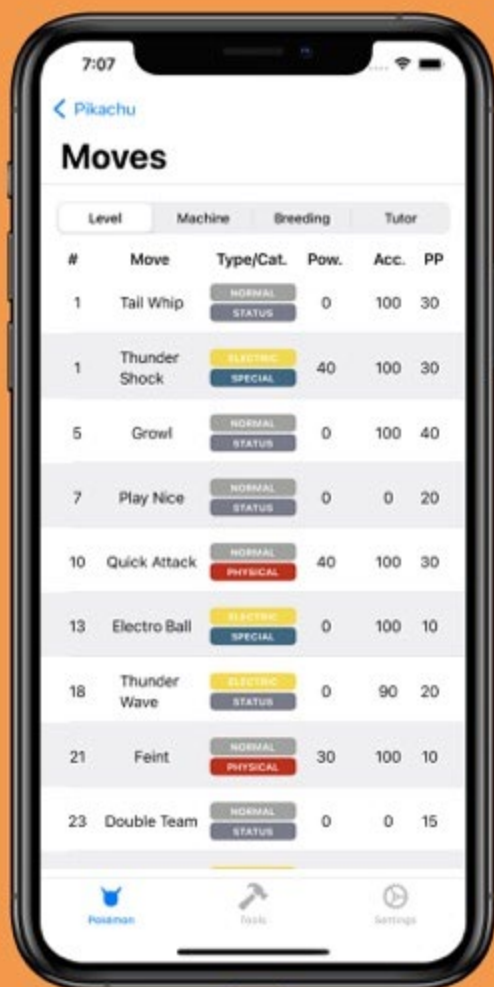
<https://static.wikia.nocookie.net/essentialdocs/images/e/e2/PokedexList.png/revision/latest?cb=20190511165233>

Figma File : <https://www.figma.com/design/GGTiW06yS9xgZbYoNEyk8M/Untitled?node-id=0-1&t=8ufTkuoRKwrQx74k-0>





Moves Data,
Training & Breeding Data,
Type Effectiveness and more



The image shows a smartphone screen with the 'Moves' page for the Pokémon Pikachu. The screen has a status bar at the top showing the time 7:07 and signal icons. Below the status bar is a back arrow and the name 'Pikachu'. The title 'Moves' is prominently displayed. There are four tabs: 'Level', 'Machine', 'Breeding', and 'Tutor', with 'Level' being the active tab. The table lists moves with their level, name, type/category, power, accuracy, and PP. The bottom of the screen features a navigation bar with icons for 'Pokemon', 'Tools', and 'Settings'.

Level					
#	Move	Type/Cat.	Pow.	Acc.	PP
1	Tail Whip	NORMAL STATUS	0	100	30
1	Thunder Shock	ELECTRIC SPECIAL	40	100	30
5	Growl	NORMAL STATUS	0	100	40
7	Play Nice	NORMAL STATUS	0	0	20
10	Quick Attack	NORMAL PHYSICAL	40	100	30
13	Electro Ball	ELECTRIC SPECIAL	0	100	10
18	Thunder Wave	ELECTRIC STATUS	0	90	20
21	Feint	NORMAL PHYSICAL	30	100	10
23	Double Team	NORMAL STATUS	0	0	15