# **CREATIVE BRIEF**

PROJECT NAME: POGO GAKKŌ
PROJECT STAKEHOLDER: Steve Bulgin
DESIRED LAUNCH DATE: April 27 2019

DEVELOPMENT BUDGET: TBD

## **PROJECT OBJECTIVES**

This new web application will enable members of the Ottawa Pokémon Go Community to more easily interact and play with one another. Our initial objective is to research and investigate viable technology frameworks and database management tools, which will set the structural foundation for future features and functionalities to be implemented.

Following our initial objective, work will begin on requested features which will enable community members to:

- create and maintain a profile featuring friends, accomplishments, and Pokédex;
- better organize themselves for group play and raids, and;
- post and organize trade requests.

Meetings will happen on an as-needed basis to discuss further details.

## PROJECT DESCRIPTION

The POGO GAKKŌ web application will allow community members to:

- Log in with their Google or Discord accounts. User Accounts are assigned a "Member" role in the system
- Maintain their user profile containing a collection of Pokémon and accomplishments
- Create a friends list
- Post raids to a common board and see queued or ongoing raids
- Group up with friends or strangers in order to tackle raid bosses in teams
  - Raid groups can target a single location, or include multiple locations chained together with a mapped route for Raid Trains
  - Raid Groups will have a chat or alert system to allow mass group coordination

"Administrators" and "Moderators" will be able to curate the internal database of potential raid locations, as well as see a centralized queue of moderation items.

### **MODEL WEBSITES**

Example of websites with similar features and design:

- http://linkedin.com
- https://www.facebook.com/
- https://thesilphroad.com

### **USER PROFILE**

All users of this application will be players of the Pokémon Go community. The users will be able to maintain a personal friends list in order to help facilitate organization of group play, raids, and trades.

### FEATURE SUMMARY

The primary features of POGO GAKKŌ are as follows:

- Secure Login
- User Profile
- Raids
- Administration Panel

# Secure Login

- User Authentication will be done using connected services.
  - Authentication through POGO GAKKŌ specific Username/Password is not supported
- Users will be able to authenticate into the system using Discord- and Google-connected service integration

#### **User Profile**

As part of the users profile, users will be able to:

- Select a fixed username for their profile
- Add friends or block unwanted communication from other players
- Create a list of their Pokémon
- Maintain a list of preset battle parties
- Curate a list of medals on their profile with a number of achievements associated to each medal
- Feature up to 3 owned Pokémon on their profile
- Showcase up to 5 medal icons on their profile

#### Raids

The system will allow users to:

- Detect raids around a given location, based on certain variables such as km radius, Pokémon name, and raid level
- Create raid groups, public or private, that will push raid notifications to the group
- Push raid notifications; push notification administration will only be given to the Raid Master and Raid Moderators. Notifications may include:
  - o Received private room code
  - o Lobby up
  - o Exit lobby
  - Meet at specific raid location
  - Interval timer until raid begins
- Access a GPS "best route" for a number of selected raids, in order to prepare and plan their Raid Train

#### **Administration Panel**

- Accessible to certain user roles (specifics to be determined at a later date)
- "Data Administrators" can manage internal application databases of Raid locations, the Pokédex and achievement medals
- "Community Moderators" can ban reported users and remove inappropriate content

# Signatures

Development Team - Project Mana	ager	
Name (printed)	Signature	 Date
Client - Project Stakeholder		
Name (printed)	Signature	Date
Algonquin College - Jason		
Name (printed)	Signature	 Date