



University of Perpetual Help System Laguna

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UPHSL College of Computer Studies

Binan, Laguna

Who's That Pokemon?

Programming Languages Laboratory

Bachelor of Science in Computer Science

J4A

Submitted to

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Executive Summary

The "Who's That Pokémon?" application is a desktop-based interactive trivia system designed to test and challenge a user's knowledge of the original Pokémon characters through visual silhouette identification. Its primary purpose is to provide an engaging, gamified environment that transcends static trivia formats, replacing them with a dynamic gameplay experience that integrates real-time data fetching and robust user experience elements.

The system's core features are built around a flexible and configurable quiz flow. The experience begins with a refined Start Menu that clearly separates the two primary modes: Game Start and Catalogue Viewer. Selecting "Start Game" leads to a multi-tiered Difficulty System (Easy, Medium, Hard) that dynamically adjusts the countdown timers, demonstrating system flexibility. During gameplay, the system includes essential game mechanics such as lives tracking, an in-game scoring system, and a hint mechanism. Crucially, the UI employs smooth, non-disruptive feedback for guesses and timeouts, displaying results directly on the screen for a few seconds before seamlessly advancing to the next round.

A major feature enhancing the application's usability and flexibility is the Catalogue Viewer. This standalone screen allows users to review the complete list of Pokémon available in the quiz (Generation 1). This catalogue concurrently loads data, displaying each Pokémon's ID, sprite image, and type information within a fixed, scrollable window, addressing the need for pre-game review or reference. This concurrent data fetching and structured UI layout demonstrates advanced software engineering practices, specifically handling heavy I/O operations without freezing the graphical interface.

The application is built using Python, leveraging the Tkinter library for a modular graphical user interface (GUI) and the Pillow (PIL) library for dynamic image manipulation (creating silhouettes). The use of Python's threading module for all API data fetching and processing—including generating the silhouette images for the quiz and fetching all data for the catalogue—shows effective use of concurrency and optimization to prevent UI hangs. The primary target users are nostalgia-seeking Pokémon enthusiasts and casual gamers, but the modular, documented, and concurrently optimized code also makes it a valuable case study for computer science students analyzing effective object-oriented design and performance management in Python.



System Overview

Background

The project originated from the enduring popularity of the "Who's That Pokémon?" segment featured in the original Pokémon animated series. This segment involved presenting the silhouette of a Pokémon and challenging viewers to identify it. The idea was to transform this simple, nostalgic concept into a modern, interactive desktop application. The system serves as a playful test of visual memory and trivia knowledge for fans, while simultaneously acting as a platform to demonstrate the mastery of Python programming concepts and contemporary software engineering practices, particularly in the areas of concurrency and UI/UX design.

Problem Addressed

The system addresses the following problems:

- **Static Trivia Engagement:** Traditional, text-based trivia games often lack dynamic engagement and visual appeal, leading to user fatigue. The system replaces static questions with a visual puzzle and a time-constrained, gamified format.
- **Lack of Concurrency in UI:** Developing responsive desktop applications often faces the challenge of UI freezing when performing time-consuming tasks (like fetching data from external APIs or complex image manipulation). The system solves this by implementing Python threading to handle all I/O and processing tasks asynchronously.
- **Unstructured Learning/Review:** Users interested in Pokémon trivia or game data often rely on static websites. The inclusion of the Catalogue Viewer provides a structured, integrated, and concurrently loaded feature for pre-game review and post-game reference.

Objectives of the Developed Solution

The primary objectives achieved by the developed solution are:

1. **Integrate Core Programming Concepts:** Successfully merge Object-Oriented Programming (OOP), modularity (separate files for UI, logic, and API), and concurrency (threading) into a single, cohesive, and maintainable application.
2. **Enhance User Experience (UX):** Implement improved flow control through a clear Start Menu and a smooth, non-disruptive feedback system for correct and incorrect answers, replacing traditional alert boxes.
3. **Expand Functionality and Flexibility:** Introduce a comprehensive new feature, the Catalogue Viewer, which concurrently loads and displays Pokémon sprites and type data, thereby expanding the system's utility beyond just the quiz.



4. **Demonstrate Performance Optimization:** Ensure the Graphical User Interface (GUI) remains responsive by performing heavy tasks, such as API calls and image processing (silhouette creation), in dedicated background threads.

Development Environment and Tools

Category	Tool / Version	Purpose in Project
Programming Language	Python 3.11+	Core language for application logic and backend processes.
Graphical User Interface	Tkinter (Standard Library)	Used for building the desktop GUI (windows, buttons, labels).
Image Processing	Pillow (PIL)	Used for runtime image manipulation, specifically creating the silhouette effect for the quiz and resizing sprites for the catalogue.
Data Fetching	requests library	Handles asynchronous communication with the external PokéAPI to retrieve Pokémon data and images.
Concurrency	threading (Standard Library)	Ensures the UI remains responsive by running all API and image tasks on background threads .
Code Editor & IDE	Visual Studio Code (VS Code)	Primary environment for coding, debugging, and file management.
Version Control	Git and GitHub Classroom	Manages source code version history, collaboration, and submission of deliverables.

Software Design & Architecture

Diagram of Program Structure

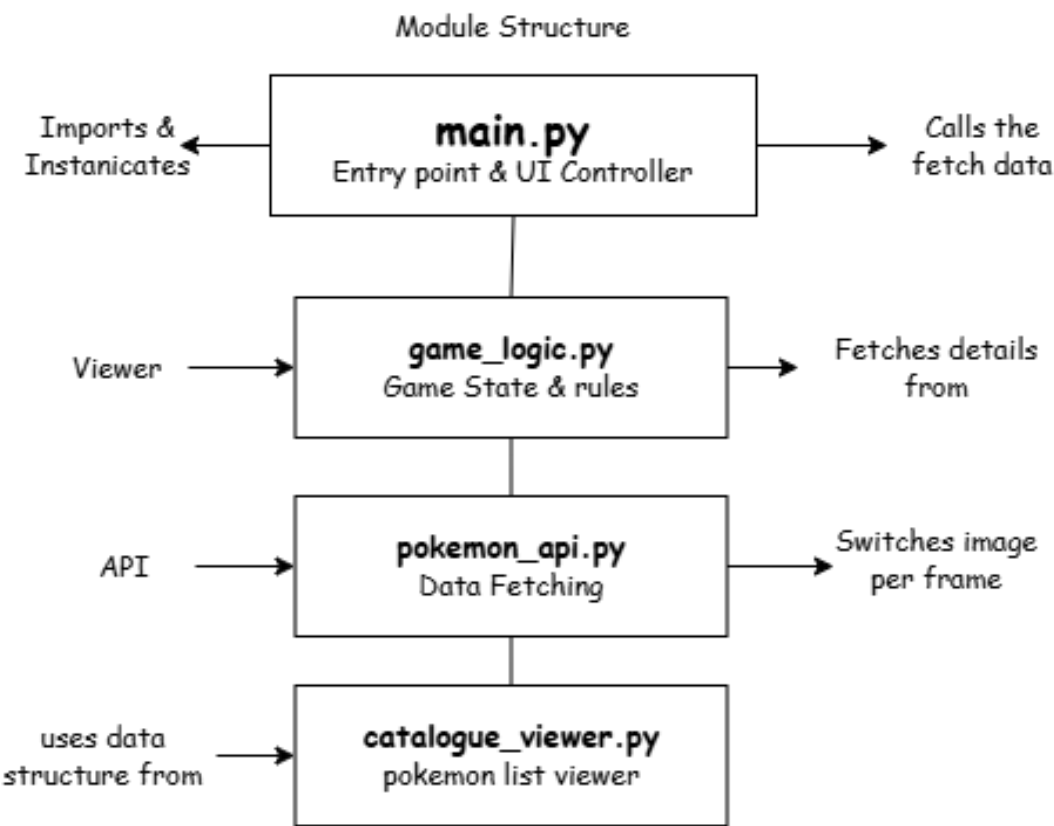


Figure 1. Model Structure

The module structure of the "Who's That Pokémon?" program consists of four Python files. `main.py` serves as the entry point and user interface (UI) controller, where it handles screen switching, timer management, and instantiates the other classes. The `game_logic.py` module manages the core game state and rules, tracking lives, score, and checking user guesses, with `main.py` fetching these details for display. The `pokemon_api.py` module is responsible for API data fetching and concurrent image processing, specifically fetching a random Pokémon's data and generating its silhouette for the game. Finally, the `catalogue_viewer.py` module handles the concurrent fetching of the complete Pokémon list and is used by the `main.py` UI controller to display the full, scrollable catalogue view.

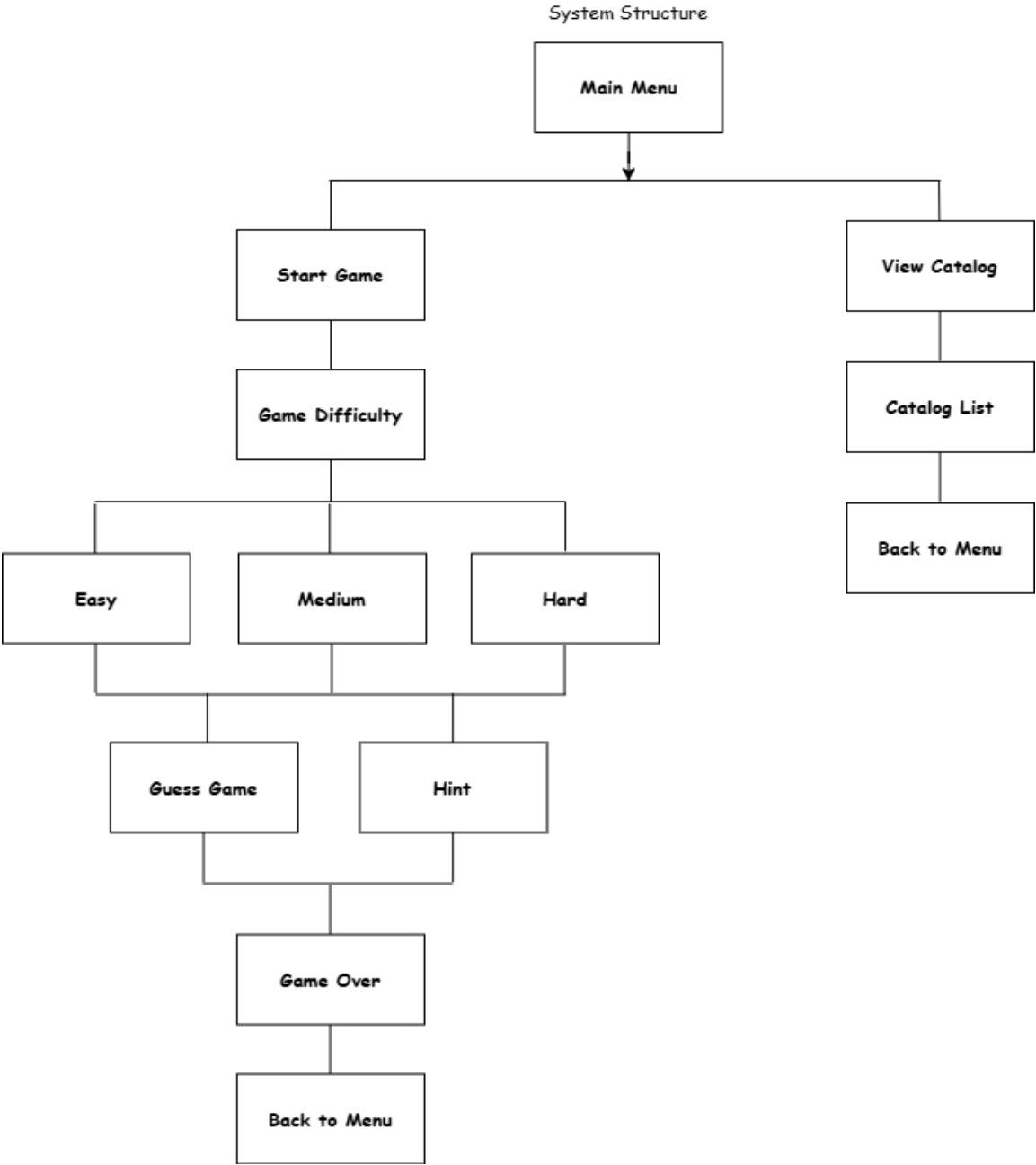


Figure 2. System Structure

The system structure of the application is organized around two main user paths originating from the Main Menu.

The primary path is the Game Flow, which starts when the user selects Start Game. This leads to the Game Difficulty selection, offering three modes: Easy, Medium, and Hard. Regardless of the chosen difficulty, the user enters the core gameplay loop, which includes the Guess Game feature and the optional Hint feature. The game concludes with the Game Over screen, from which the user can return to the Main Menu.



The secondary path is the Catalogue Flow, accessed by selecting View Catalog from the Main Menu. This immediately displays the Catalog List. From the catalogue, the user can navigate back to the Main Menu.

Explanation of Major Functions/Subprograms

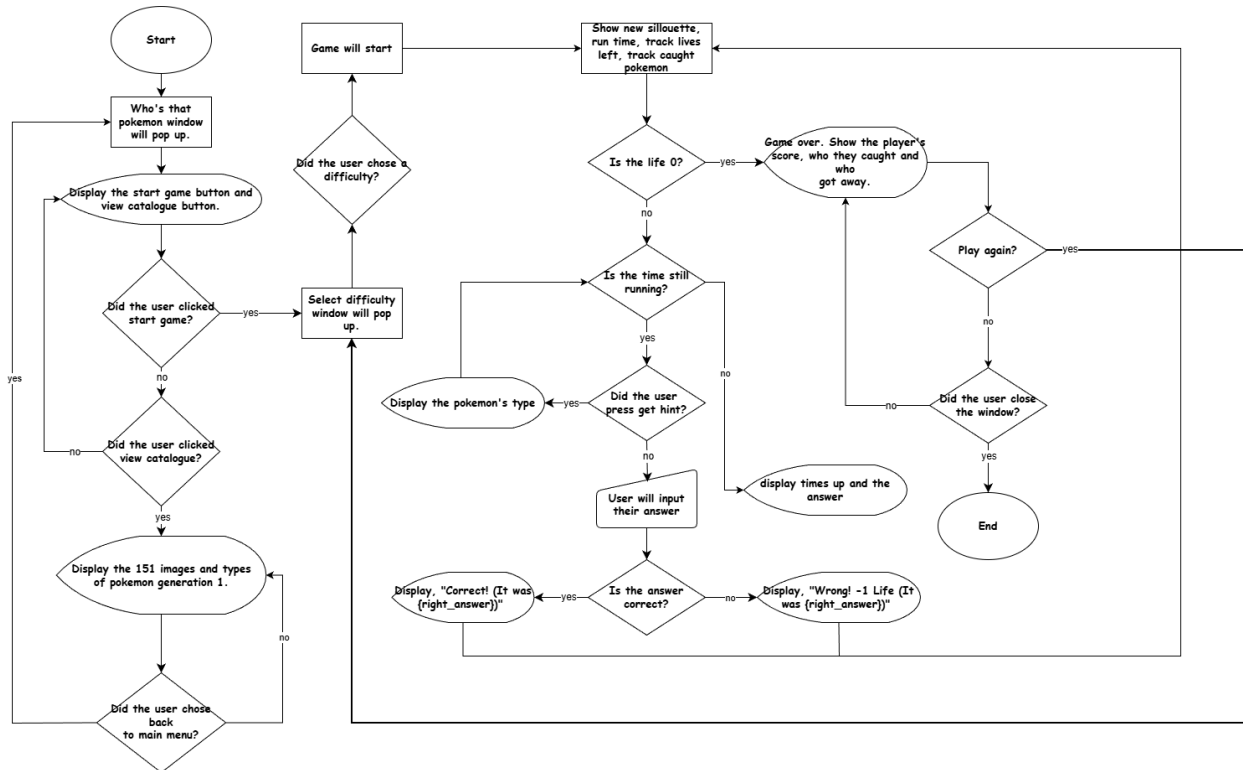
The improvements to the "Who's That Pokémon?" application are based on three main ideas: Concurrency, Modularity, and Abstraction.

Concurrency means the app can do many things at once. We used this to solve the problem where the screen would freeze while the app waited for the internet to send Pokémon data or while the app created the silhouette images. We used Python's Threading tool to send these slow jobs—like getting data from the PokéAPI or loading 151 catalogue sprites—to a separate Worker Thread. This makes sure the main screen stays smooth and responsive. For example, if you click the "View Catalogue" button, the loading happens in the background, so the app doesn't crash or freeze while waiting. This gives the player a professional and stable experience.

Modularity means we organized the code into small, specialized files. Instead of putting everything in one long file, we separated the work: `main.py` only handles the screen flow (like moving from the Start Menu to the Game Screen); `game_logic.py` only handles the rules (like counting lives and calculating the score); and other modules like `pokemon_api.py` and `catalogue_viewer.py` only handle getting and preparing data from the internet. This separation makes the app easier to fix and update in the future because if you change a game rule, you only touch one small file (`game_logic.py`).

Abstraction means we hide the complicated details. For example, when the game needs a new Pokémon silhouette, the main screen simply calls a function named `get_random_pokemon()`. The main screen doesn't need to know the messy steps involved: it doesn't care about connecting to the API, dealing with network errors, downloading the image, or turning the image black. All those complex steps are hidden inside the function. This makes the code very clean, safe, and easy to use, since each part only sees the necessary information, not the messy parts. These improvements ensure the final system is well-built, fast, and easy to maintain.

Flowchart or Pseudocode of Main Processes



Link: https://drive.google.com/file/d/1N45e3gmNlGKYZ1ikiWk_Ickut5O0MyfH/view?usp=sharing

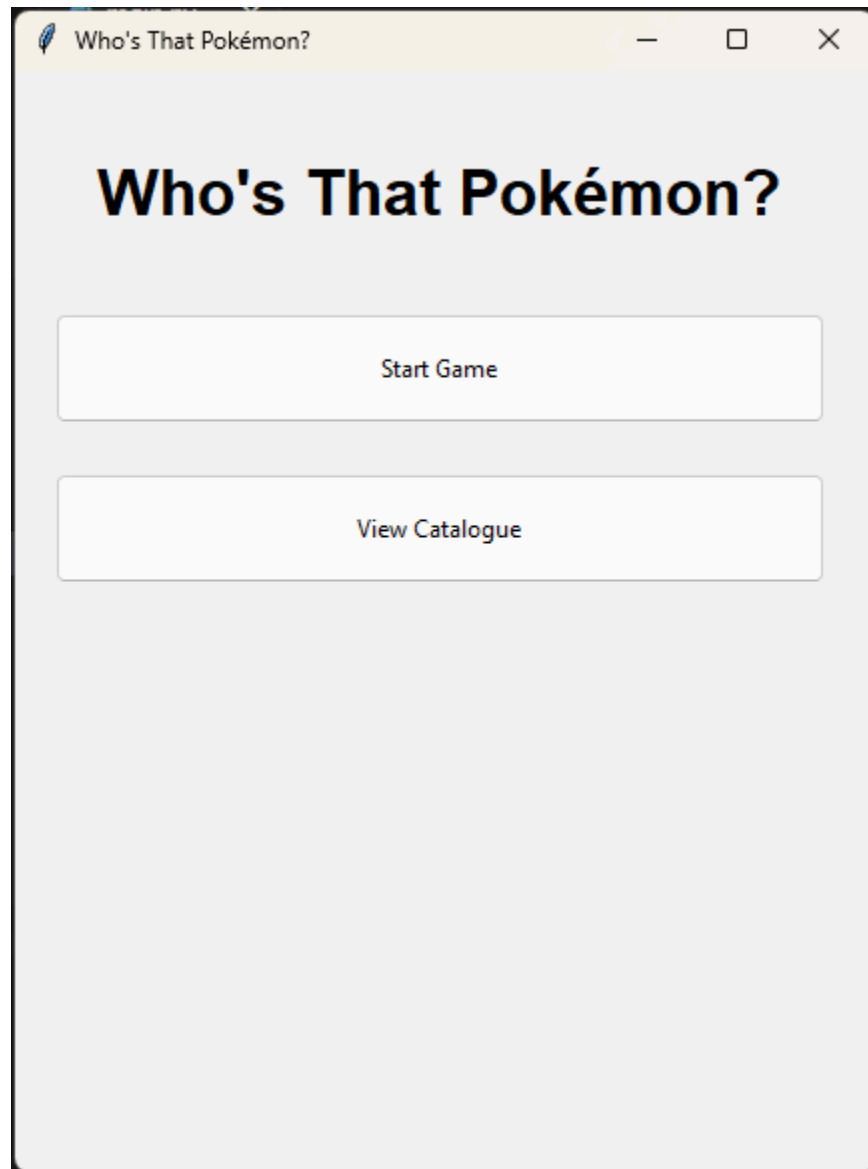
Concurrency or Multi-threading Model

The "Who's That Pokémon?" application uses Python's threading library as its concurrent model. The main purpose is to keep the application fast and responsive by preventing the screen from freezing. This is achieved by separating all slow jobs from the main application thread. Whenever the system needs to perform a blocking task, such as sending a request over the internet to the PokéAPI (network I/O) or doing heavy image processing to create the silhouette, it immediately sends that job to a separate Worker Thread. This worker thread handles the waiting and the CPU processing for both the single quiz Pokémon and the entire 151-entry Catalogue. Because the slow work happens in the background, the main screen (the UI, timer, and buttons) remains fully active. When the worker thread is finished, it uses a special, safe message (a callback mechanism) to tell the main screen to update the image and restart the timer. This design ensures a professional, non-freezing user experience.



Implementation

Screenshots below represent the ample input/output screenshots or terminal logs, and highlight sections of code that demonstrate: control flow logic, function modularity, and concurrency.



```
# === MAIN APP WINDOW ===
class PokemonApp(tk.Tk):
    def __init__(self):
        # super() is for parent class (tk.Tk) para ma-inherit yung window
        features
        super().__init__()
        self.title("Who's That Pokémon?")
        self.geometry("430x550") # Keep the fixed window size

        # self is mismong instance ng class (PokemonApp)
        # parang sinasabi natin: "itong specific window na to"
```



```
self.game = PokemonGame() # game logic instance galing sa ibang
module

self.catalogue_data = None # Store catalogue data once fetched
self.catalogue_photo_refs = [] # to prevent garbage collection of
images

# Timer variables para sa sabay-sabay na processes (concurrency)
self.timer_id = None
self.remaining_time = 0 # countdown
self.pokemon_silhouette_tk = None #store the Tkinter image object
kasi it will disappear if not

# Container na mag-hohold ng multiple frames (screens)
self.container = ttk.Frame(self)
self.container.pack(fill="both", expand=True)

# Dictionary ng screens (para madali magpalit)
self.frames = {}

# Changed the first screen to StartMenuScreen
for F in (StartMenuScreen, DifficultyScreen, GameScreen,
GameOverScreen, CatalogueScreen):
    # Gumagawa ng instance ng bawat screen
    frame = F(self.container, self)
    self.frames[F] = frame
    frame.grid(row=0, column=0, sticky="nsew")

# this code just places the screen on top of each other. parang
overlap lang.

# Unang screen na lalabas
self.show_frame(StartMenuScreen)
```



Who's That Pokémon?

Select a difficulty:

Easy (2:00)

Medium (1:00)

Hard (0:30)

Back to Menu

```
# === START GAME FLOW ===
# Start button now triggers the Difficulty Screen
def show_difficulty_select(self):
    self.show_frame(DifficultyScreen)

# Starts the actual game round
def start_game(self, difficulty):
    # i-setup yung rules ng game (difficulty, timer, lives)
    self.game.start_game(difficulty)
    # lipat sa mismong game screen
    self.show_frame(GameScreen)
    # load ng first Pokémon
    self.frames[GameScreen].start_first_round()
```



```
def start_first_round(self):
    # reset score/lives display sa simula ng game
    self.lives_label.config(text=f"Lives: {self.controller.game.lives}")
    self.score_label.config(text=f"Caught: 0")
    self.load_next_pokemon()

    def display_result(self, message, color, full_reveal_message=None,
        reveal=False):
        """
        Displays the result message on the screen for 2 seconds and
        handles the flow.
        """
        self.controller.stop_timer()

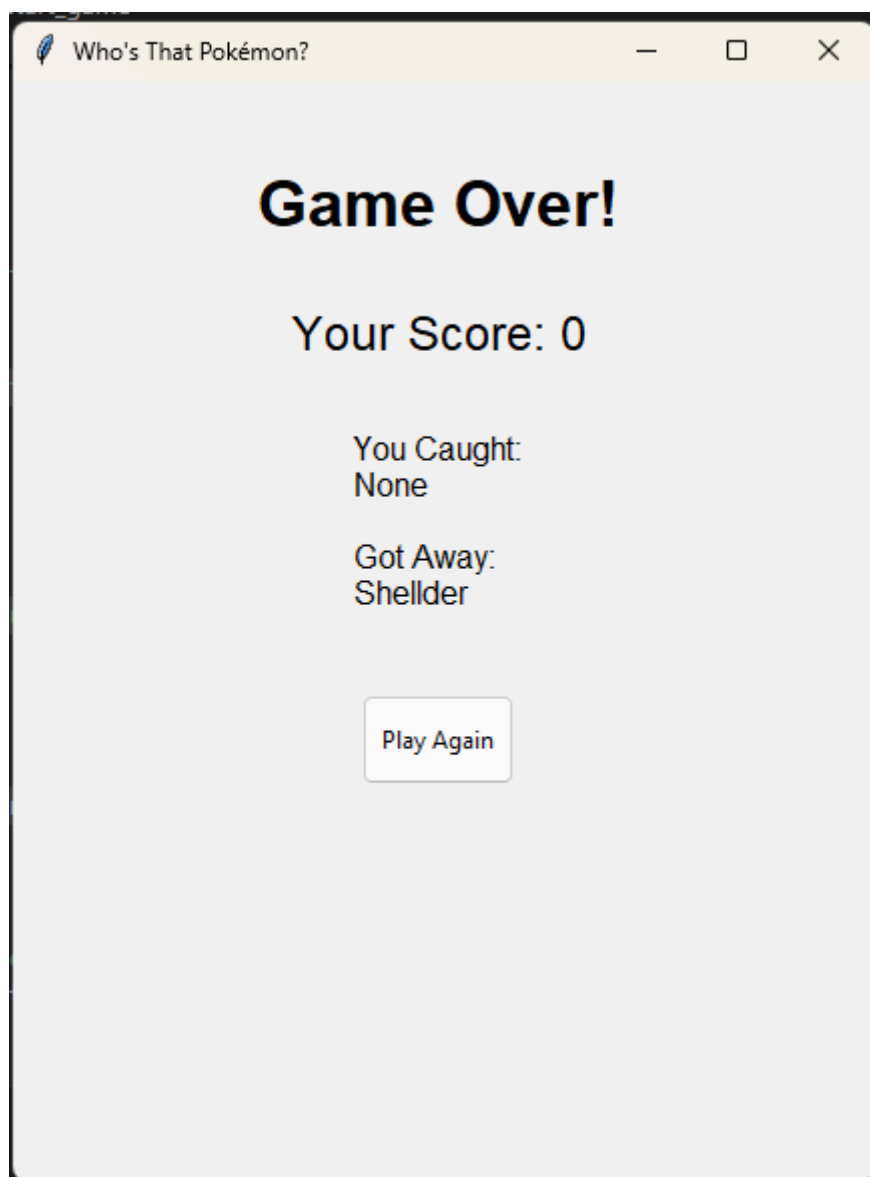
        # eto yung part na nagsshow kung ano yung tamang sagot
        # Update UI with the result
```



```
self.result_label.config(text=message, foreground=color)
self.guess_entry.config(state="disabled")
self.guess_button.config(state="disabled")

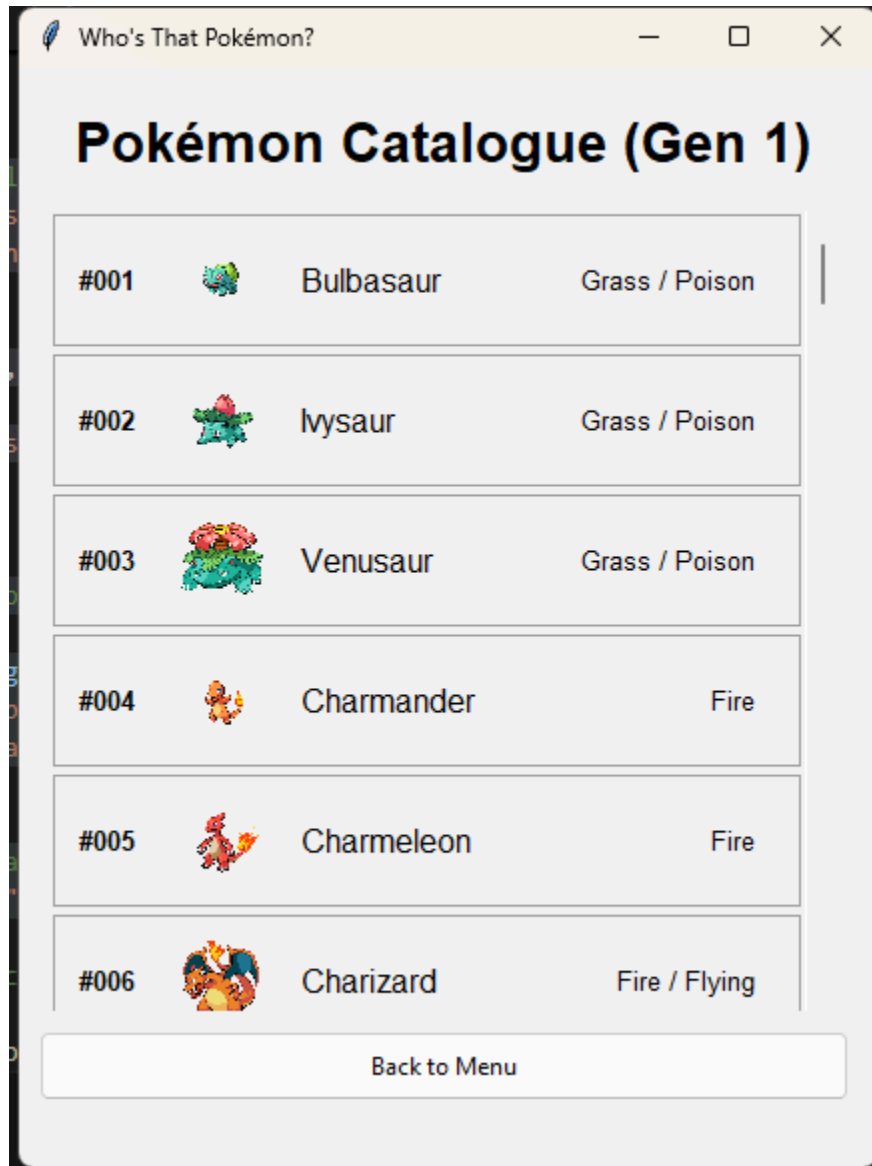
if reveal and full_reveal_message:
    # Display the full name if it was a timeout/wrong guess that
    ends the round

self.result_label.config(text=f"{message}\n({full_reveal_message})")
```



```
# === END GAME ===
def end_game(self):
    self.stop_timer()
    self.game.game_active = False
    # display results sa Game Over screen
    self.frames[GameOverScreen].display_results()
```

```
self.show_frame(GameOverScreen)
```



```
class CatalogueScreen(ttk.Frame):  
    def __init__(self, parent, controller):  
        super().__init__(parent, padding=10)  
        self.controller = controller  
  
        # Title  
        ttk.Label(self, text="Pokémon Catalogue (Gen 1)", font=("Arial",  
20, "bold")).pack(pady=10)  
  
        # --- Setup Scrollable Canvas ---  
        scroll_container = ttk.Frame(self)  
        scroll_container.pack(fill="both", expand=True, padx=5, pady=5)  
  
        # Create Canvas and Scrollbar
```



```
        self.canvas = tk.Canvas(scroll_container, borderwidth=0,
highlightthickness=0, height=400)

        self.scrollbar = ttk.Scrollbar(scroll_container,
orient="vertical", command=self.canvas.yview)

        # Inner frame to hold the catalogue items
        self.scrollable_frame = ttk.Frame(self.canvas)

        # 1. TELL THE CANVAS TO SCROLL THE FRAME
        self.scrollable_frame.bind(
            "<Configure>",
            lambda e:
self.canvas.configure(scrollregion=self.canvas.bbox("all"))
        )

        #Create the window inside the canvas

        self.window_id = self.canvas.create_window((0, 0),
window=self.scrollable_frame, anchor="nw")

        # Force the inner frame to match the Canvas width
        # This ensures the list items shrink slightly to make room for the
scrollbar
        self.canvas.bind(
            '<Configure>',
            lambda e: self.canvas.itemconfig(self.window_id,
width=e.width)
        )

        self.canvas.configure(yscrollcommand=self.scrollbar.set)

        #Scrollbar on right, Canvas fills the rest
        self.scrollbar.pack(side="right", fill="y")
        self.canvas.pack(side="left", fill="both", expand=True)

        # Back Button
        ttk.Button(self, text="Back to Menu", command=lambda:
controller.show_frame(StartMenuScreen)).pack(fill="x", ipady=5, pady=(5,
10))

    def load_catalogue(self, data):
        # Clear existing widgets
        for widget in self.scrollable_frame.winfo_children():
            widget.destroy()
```




```
self.controller.catalogue_photo_refs = []
```

Git Commits

Commits on Oct 29, 2025

Rename pokemon_API.py to pokemon_api.py

Verified

d2ee73a

<>

c22-0927-423

authored last month

Merge pull request #5 from UPHSL-CCS/poke-draft

Verified

4ce4852

<>

c22-0927-423

authored last month

pokemon API draft(with comments)

...

Verified

28ff1f71

<>

mickzxcim

authored last month

Create game_logic.py

Verified

c866ee7

<>

Fraxinity

authored last month

Create main.py

Verified

76f2439

<>

c22-0927-423

authored last month

Merge pull request #4 from UPHSL-CCS/C++-Concurrency

Verified

32b218f

<>

Fraxinity

authored last month

Create README.md for the pokemon project

Verified

ba5f445

<>

c22-0927-423

authored last month

Create README.md and folder placeholder

Verified

55c398a

<>

c22-0927-423

authored last month

Delete pokemon-project/modules directory

Verified

5bbde0b

<>

c22-0927-423

authored last month

Created a folder for the project

a09b8af

<>

c22-0927-423

committed last month

Commits on Nov 20, 2025

Folder for horoscope-project

Verified

0810542

<>

Fraxinity

authored last week



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Commits on Nov 20, 2025		
Add PokeAPI class header with methods for fetching Pokémon data	61a606e	
Fraxinity committed last week		
Add initial pokeapi.h header file for Pokedex project	d264e1e	
Fraxinity committed last week		
Applying Qt GUI library and tools for UI of pokedex	abe4820	
Fraxinity committed last week		
Creating the structure data of the pokemon	cd4ee7a	
Fraxinity committed last week		
changing from horoscope to pokedex	29ace0b	
Fraxinity committed last week		
Create readme.md	fd26052	
Fraxinity authored last week		
horoscope-project	f446c07	
Fraxinity authored last week		
Delete horoscope-project/modular directory	58da461	
Fraxinity authored last week		

Commits on Nov 21, 2025		
Made an .exe file for the pokedex	91ad284	
Fraxinity committed last week		
Testing out speeds	2553c0d	
Fraxinity committed last week		
It finally worked....	91618b5	
Fraxinity committed last week		
Fixed a LOT of dependency for qt and installed a version of MinGW dynamic x64 to somehow my vcpgk not checking the vcmake.exe	b7d666e	
Fraxinity committed last week		
Update the README.md	b6a116d	
c22-0927-423 authored last week		
Add comments for understanding	2d9e076	
c22-0927-423 authored last week		
Delete duplicate pokemon-project/main.py	e0e4bfc	
c22-0927-423 authored last week		
description fetch is fixed	d524b24	
Fraxinity committed last week		
Executed tested api fetches and integrated into main.cpp. Only one api wasnt fetched right	5edc2a7	
Fraxinity committed last week		
Merge pull request #7 from UPHSL-CCS/draft-mickz	6ad16f9	
mickzxcim authored last week		
Refactor PokeAPI module: enhance API calls, improve error handling, and update data parsing	2aa31e3	
Fraxinity committed last week		



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CatalogueScreen layout and scrollbar integration ...	Verified	e241cf4		
mickzzkxim authored last week				
making the build system aware of the new library.		b5acd56		
Fraxinity committed last week				
Testing again if the libraries were thoroughly downloaded		ff2028a		
Fraxinity committed last week				
fixed scrollbar	Verified	5364ecf		
mickzzkxim authored last week				
Testing for api fetches		5c31ab8		
Fraxinity committed last week				
Merge pull request #6 from UPHSL-CCS/draft-angela ...	Verified	41e4bac		
c22-0927-423 authored last week				
Api done, later this morning to test		fad6ac3		
Fraxinity committed last week				
Testing build if intellisense is lying to me (It is...)		663c9fc		
Fraxinity committed last week				
Add initial project structure and configuration files ...		0e2bc59		
Fraxinity committed last week				
Add a review catalogue feature		90d1882		
c22-0927-423 committed last week				
Place the result display inside the game window		6a4f948		
c22-0927-423 committed last week				
change of project	Verified	30bb1ef		
Fraxinity authored last week				

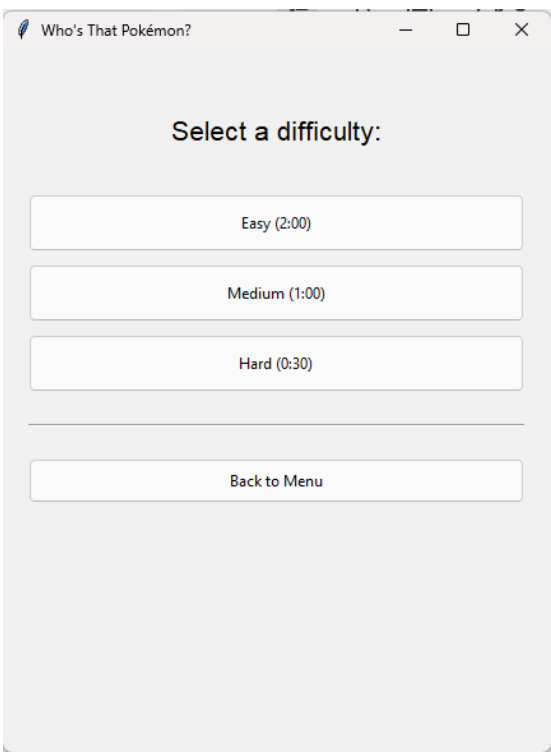
Commits on Nov 22, 2025				
Remove fetchMultiplePokemon (redundant code) ...	Verified	81a2bb1		
Fraxinity authored 5 days ago				
Rename fetchPokemonWithDescription for consistency	Verified	cae9812		
Fraxinity authored 5 days ago				
Fix method name and clean up comments in pokeapi.h ...	Verified	fe59a68		
Fraxinity authored 5 days ago				
Merge pull request #8 from UPHSL-CCS/pokedex-adam ...	Verified	c229c7b		
Fraxinity authored last week				





Commits on Nov 27, 2025		
Delete final_project/src/main.py	Verified f65d1fd	<>
Moved files to src folder	Verified 949580a	<>
Refactor: Move projects under final_project/src/ and remove obsolete modules directory	0dbbd8a	<>
Merge branch 'main' into draft-angela	2e0f706	<>
refactor: Simplify src structure by moving main.py to root src/	c99cb46	<>
chore: Remove empty project subdirectories from final_project/src	4d81928	<>
refactor: Relocate WTP helper modules to final_project/modules/whos_that_pokemon	2a71a89	<>
refactor: Move main.py from wtp-v2 to final_project/src/whos_that_pokemon	0f3b38c	<>
feat: Add subdirectories for WTP and Pokedex projects	0ee26df	<>
feat: Establish the base structure and README for final_project	803de8a	<>
chore: Add .gitignore to exclude Python compiled files and untracked modules	ad97656	<>

Testing and Evaluation


Test Cases Used

Feature	User Interaction	Expected Result (Pass Criteria)	Proof of Technology	Status
Start Game (Selection)	1. Click "Start Game" on the StartMenuScreen.	The app switches to the DifficultyScreen, displaying the options: Easy, Medium, Hard, and Back to Menu.		Passed




Start Game - Easy	<div>1. Click "Start Game" on the StartMenuScreen.</div> <div>2. Click "Easy (2:00)" on the DifficultyScreen.</div>	<div>The app switches to the GameScreen.</div> <div>The Timer starts at 120s.</div> <div>Lives are set to 3.</div> <div>A silhouette image appears.</div>	<div>Who's That Pokémon?</div> <div>Caught: 0Time: 118sLives: 3</div> <div></div> <div>It's: <input type="text"/>Guess!</div> <div>Get HintQuit Game</div>	Passed
Start Game - Medium	<div>1. Click "Start Game" on the StartMenuScreen.</div> <div>2. Click "Medium (1:00)" on the DifficultyScreen.</div>	<div>The app switches to the GameScreen.</div> <div>The Timer starts at 60s (1:00).</div> <div>Lives are set to 3.</div> <div>A silhouette image appears.</div>	<div>Who's That Pokémon?</div> <div>Caught: 0Time: 59sLives: 3</div> <div></div> <div>It's: <input type="text"/>Guess!</div> <div>Get HintQuit Game</div>	Passed





Start Game - Hard	<div>1. Click "Start Game" on the StartMenuScreen.</div> <div>2. Click "Hard (0:30)" on the DifficultyScreen.</div>	<div>The app switches to the GameScreen.</div> <div>The Timer starts at 30s.</div> <div>Lives are set to 3.</div> <div>A silhouette image appears.</div>	<div>Who's That Pokémon?</div> <div>Caught: 0Time: 28sLives: 3</div> <div></div> <div>It's: <input type="text"/>Guess!</div> <div>Get HintQuit Game</div>	Passed
Back to Menu	On the DifficultyScreen, click "Back to Menu".	The app switches back to the StartMenuScreen.	<div>Who's That Pokémon?</div> <div>Select a difficulty:</div> <div>Easy (2:00)</div> <div>Medium (1:00)</div> <div>Hard (0:30)</div> <div>Back to Menu</div>	Passed



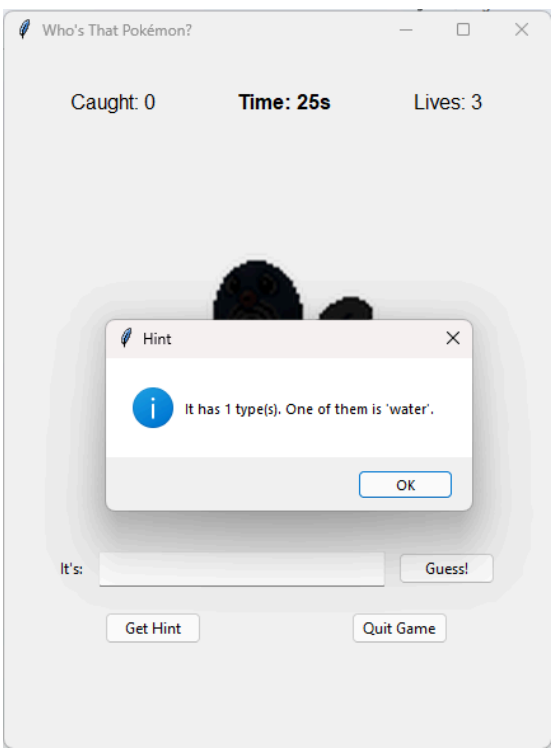
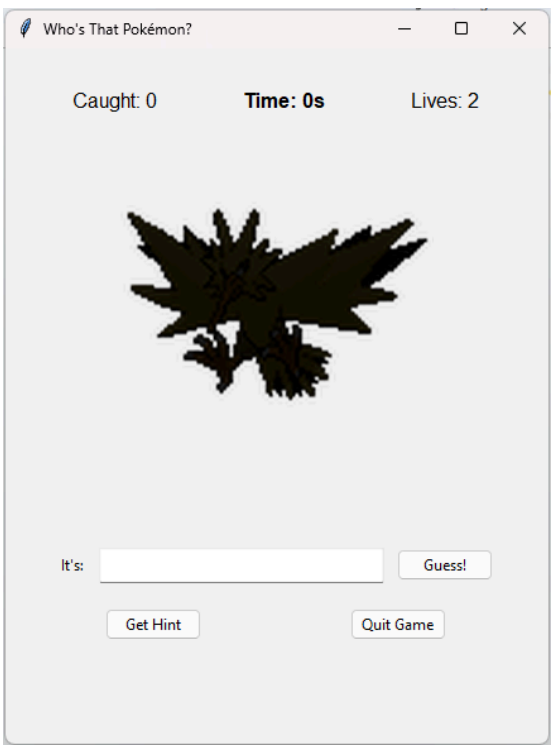
			<div>Who's That Pokémon?</div> <div>Who's That Pokémon?</div> <div>Start Game</div> <div>View Catalogue</div>	
--	--	--	---	--

Feature / Action	User Interaction	Expected Result (Pass Criteria)	Proof of Technology	Status
Correct Guess	Type the correct Pokémon name (e.g., 'Pikachu') and click "Guess!"	<p>Result Label displays "Correct!" in green.</p> <p>Score increments by 1.</p> <p>After 2 seconds, a new silhouette loads, and the timer restarts.</p>	<div>Who's That Pokémon?</div> <div>Caught: 0 Time: 115s Lives: 2</div> <div></div> <div>Correct! (It was Gengar!)</div> <div>It's: <input type="text"/> <input <="" div="" type="button" value="Guess!"/><div><input type="button" value="Get Hint"/> <input type="button" value="Quit Game"/></div></div>	Passed



			<div><div>Who's That Pokémon?</div><div><div>Caught: 0</div><div>Time: 26s</div><div>Lives: 3</div></div><div></div><div>Wrong! -1 Life (It was Porygon!)</div><div><div>It's: <input type="text"/></div><div>Guess!</div></div><div><div>Get Hint</div><div>Quit Game</div></div></div> <div><div>Who's That Pokémon?</div><div><div>Caught: 0</div><div>Time: 13s</div><div>Lives: 2</div></div><div></div><div><div>It's: <input type="text"/></div><div>Guess!</div></div><div><div>Get Hint</div><div>Quit Game</div></div></div>	Passed
Wrong Guess	Type an incorrect Pokémon name (e.g., 'Bulbasaur') and click "Guess!"	<p>Result Label displays "Wrong! -1 Life" in red and reveals the correct name.</p> <p>Lives decrease by 1.</p> <p>After 2 seconds, a new silhouette loads, and the timer restarts.</p>		




Hint Feature	Click the "Get Hint" button.	A message box appears with a hint (e.g., "It has 2 type(s). One of them is 'Grass'."). The timer does not stop.		Passed
Time Out	Let the timer run down to 0s.	<p>Result Label displays "Time's Up!" in red and reveals the correct name.</p> <p>Lives decrease by 1.</p> <p>After 2 seconds, a new silhouette loads, and the timer restarts.</p>		Passed



				
End Game - Quit	Click the "Quit Game" button on the GameScreen.	The app immediately switches to the GameOverScreen and displays the final score and results.		Passed

Feature / Action	User Interaction	Expected Result (Pass Criteria)	Proof of Technology	Status
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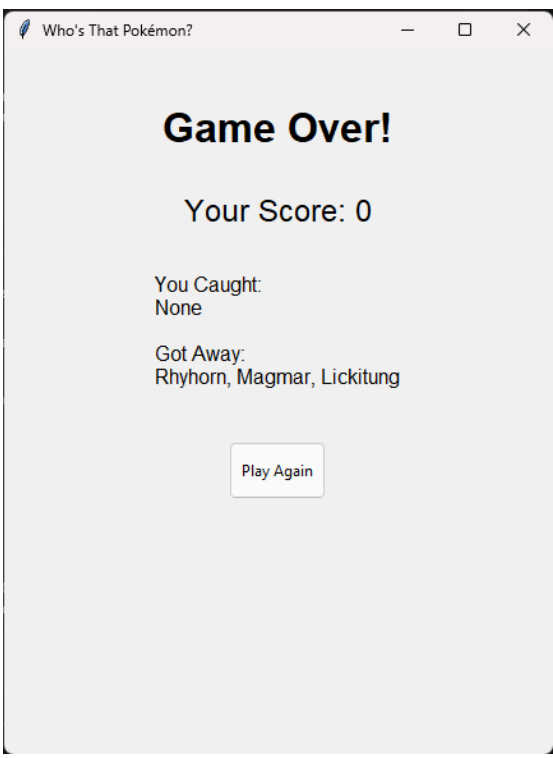
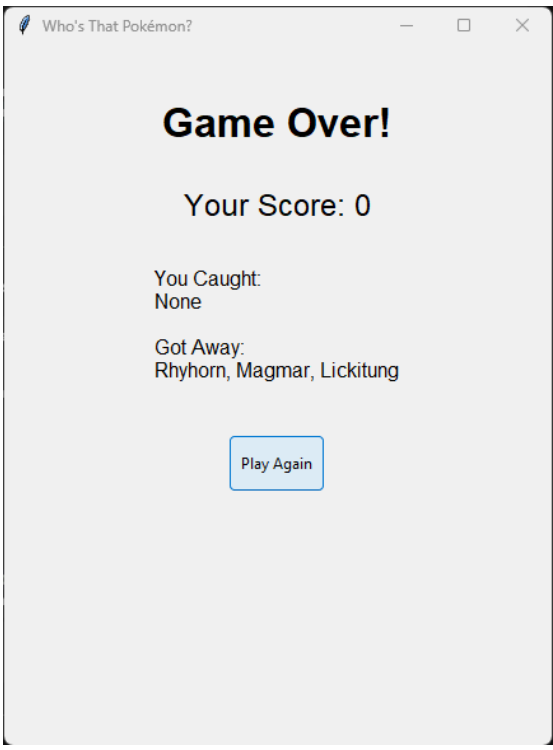


<p>Game Over by Lives</p>	<p>Get 3 wrong guesses or 3 timeouts in a row.</p>	<p>The app switches to the GameOverScreen.</p> <p>The Score label shows the final caught count.</p> <p>The Results label accurately lists the names of Caught and Got Away Pokémon.</p>	<div><div><p>Who's That Pokémon?</p><p>Game Over!</p><p>Your Score: 0</p><p>You Caught: None</p><p>Got Away: Tentacruel, Rhyhorn, Dewgong</p><p>Play Again</p></div><div><p>Who's That Pokémon?</p><p>Caught: 0 Time: 27s Lives: 3</p><p></p><p>Wrong! -1 Life (It was Rhyhorn!)</p><p>It's: <input type="text"/> <input type="button" value="Guess!"/></p><p><input type="button" value="Get Hint"/> <input type="button" value="Quit Game"/></p></div></div>	<p>Passed</p>
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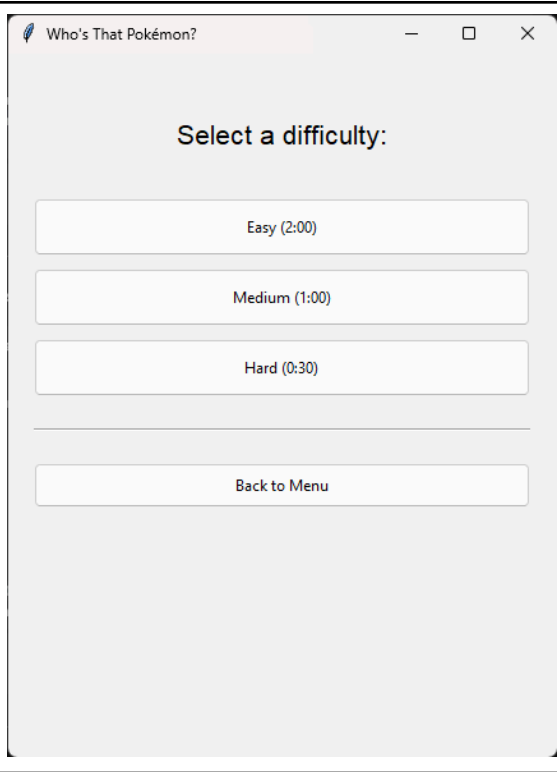


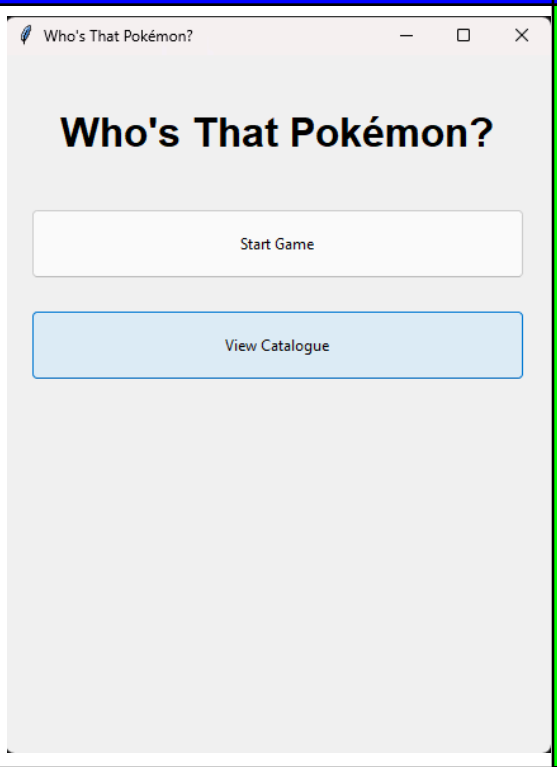
			<div><div>Who's That Pokémon?</div><div><div>Caught: 0</div><div>Time: 22s</div><div>Lives: 2</div></div><div></div><div><div>Wrong! -1 Life (It was Magmar!)</div></div><div><div>It's: <input type="text"/></div><div>Guess!</div></div><div><div>Get Hint</div><div>Quit Game</div></div></div> <div><div>Who's That Pokémon?</div><div><div>Caught: 0</div><div>Time: 24s</div><div>Lives: 1</div></div><div></div><div><div>Wrong! -1 Life (It was Lickitung!)</div></div><div><div>It's: <input type="text"/></div><div>Guess!</div></div><div><div>Get Hint</div><div>Quit Game</div></div></div>	
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Restart Game	On GameOverScreen, click "Play Again".	The app switches back to the DifficultyScreen.		Passed



				
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Feature / Action	User Interaction	Expected Result (Pass Criteria)	Proof of Technology	Status
Initial Catalogue Load	1. Click "View Catalogue" on the StartMenuScreen.	<p>While loading, the main UI remains responsive.</p> <p>Upon success, the app switches to CatalogueScreen.</p> <p>The screen displays 151 entries, each with: ID (#001), Sprite Image, Name, and Types (e.g., Fire / Flying).</p>		Passed



Who's That Pokémon?

Who's That Pokémon?

Start Game

Loading Catalogue...

Pokémon Catalogue (Gen 1)

#001		Bulbasaur	Grass / Poison
#002		Ivysaur	Grass / Poison
#003		Venusaur	Grass / Poison
#004		Charmander	Fire
#005		Charmeleon	Fire
#006		Charizard	Fire / Flying

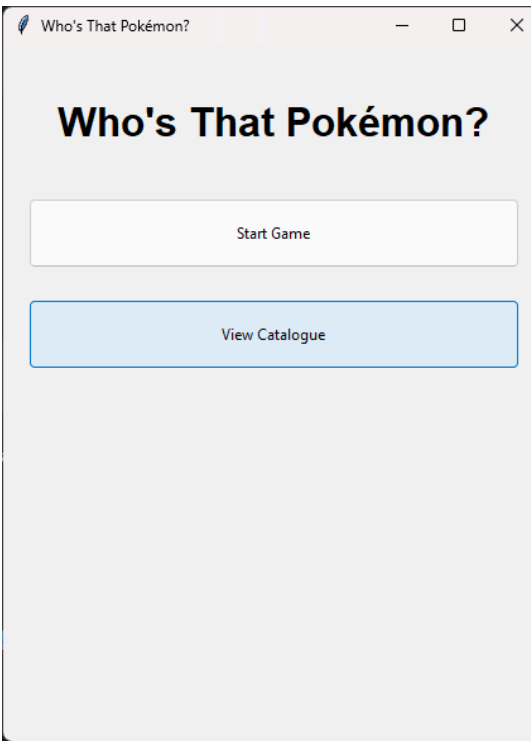
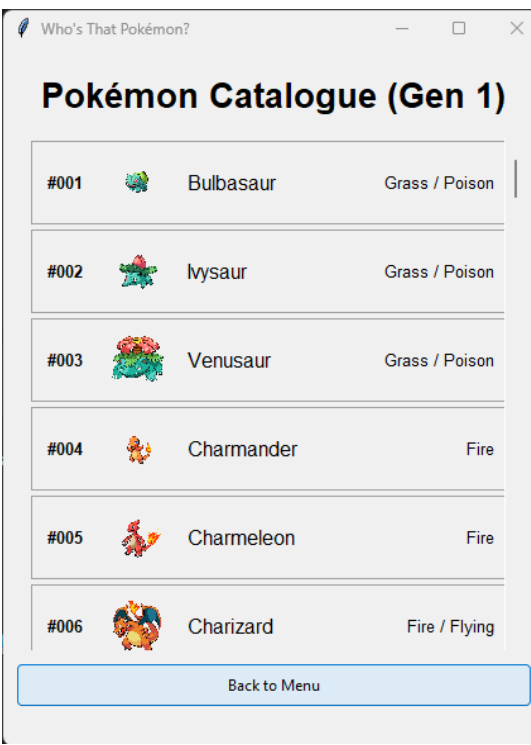
Back to Menu



Subsequent View

- 1. Click "Back to Menu" from CatalogueScreen.
- 2. Click "View Catalogue" again.

The app instantly switches to the CatalogueScreen without the "Loading..." delay.



Passed



			<div><div>Who's That Pokémon?</div><div><div>Pokémon Catalogue (Gen 1)</div><div><div>#001</div><div></div><div>Bulbasaur</div><div>Grass / Poison</div></div></div><div><div>#002</div><div></div><div>Ivysaur</div><div>Grass / Poison</div></div><div><div>#003</div><div></div><div>Venusaur</div><div>Grass / Poison</div></div><div><div>#004</div><div></div><div>Charmander</div><div>Fire</div></div><div><div>#005</div><div></div><div>Charmeleon</div><div>Fire</div></div><div><div>#006</div><div></div><div>Charizard</div><div>Fire / Flying</div></div><div>Back to Menu</div></div>
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Discussion of Results, Issues, or Limitations

Ethical and Professional Reflection

Each group must answer the following questions:

- **How did your team ensure ethical collaboration (no plagiarism, fair contribution)?**

We utilized Git and GitHub to maintain a transparent history of contributions. Each member's work is verifiable through commit logs, ensuring accountability. To avoid plagiarism, we strictly adhered to Open Source licensing by properly importing and attributing external libraries rather than copying source code directly. We also divided the project using a Modular Architecture UI, Logic, API, which naturally enforced fair division of labor without overlapping code.

- **How does your system ensure data privacy (if applicable) and responsible programming?**

While our system does not store personal information, we practiced Data Minimization by keeping game states in ephemeral memory rather than writing to persistent storage. Regarding responsible programming, we implemented API stewardship. Instead of spamming the PokéAPI with requests on every frame update, we fetch data only when necessary and cache results where possible to respect the provider's server resources and rate limits.

- **What lessons can you apply from professional practice and version control ethics?**

We applied the industry standard of making small, descriptive changes rather than bulk, vague uploads and making each draft branches (e.g. draft-angela, draft-aninang, and draft-mickz). This ensures that if a bug is introduced, we can easily rollback without breaking the entire build.

Independent Learning Component

Each member must write a short paragraph (3–5 sentences) describing:

- What new concept or tool they independently learned (e.g., Git branching, threading, or modular architecture).
- How it improved their contribution.

Aninang, Kelvin Adam

Learning API through this project brings me so much insight on how to handle and call data from a different source. Handling API is a tricky but as long as the document exists, I could



understand how it functions and where to use them for our system. I also learned how concurrency not only exists within the data but for UI. Worker threads do help a lot when managing 151 pokemons for CPU processing.

Learning these concept and tools, I have utilized and applied this knowledge to our 2nd project called Pokedex. These knowledge proves working with different languages can sometimes parallel because I applied the same of concurrency with worker threads to not only the 151 pokemons but to the quiz to avoid UI freezing. With these, the system would run smoothly just like the pokedex

Cabanes, Angela

This project really is a breakdown of every lesson taught in programming. I learned about the difference between syntax and systematic errors and how to avoid them, which is achieved by simply understanding the logic of your program better and not forgetting semicolons and such. I also learned about installing extensions like linters, the use of tokens, variable scopes, and subprograms (modularity and abstraction). The subprograms are represented by the multiple program files inside our repo, and the abstraction is the use of the API itself. I also used concurrency, as this program fetches data from the API and runs the time at the same time without crashing the whole app. Adding the feature “view catalog” took a lot of time even though the said feature may be simple, as the app kept crashing. With that, I also learned to use threading again so you can wait for everything to wait on the catalog and still have the app running. Doing this activity really is tricky, but I am also learning as I go along.

Other than that, I also learned how to do Git branching, as I am new to Git. Everything I have learned, I have applied to the internship and project I am currently working on. I learned how to use them in a way that is useful and would expose the contributions you made inside the project. Overall, as stressful as it may be, I really enjoyed doing it. I had fun learning.

Jornales, Michaela

I learned how to implement Python Threading in the Tkinter GUI application. And then using threading module to run background tasks parallel to the main application loop.

The Pokémon API helped the system by fetching data from the internet but running this on the main thread caused the entire application window to freeze until the download was complete.

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