



# 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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**November 2025**



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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.



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## 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.



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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 <b>silhouette effect</b> 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 <b>background threads</b> .
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.



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## Software Design & Architecture

Diagram of Program Structure

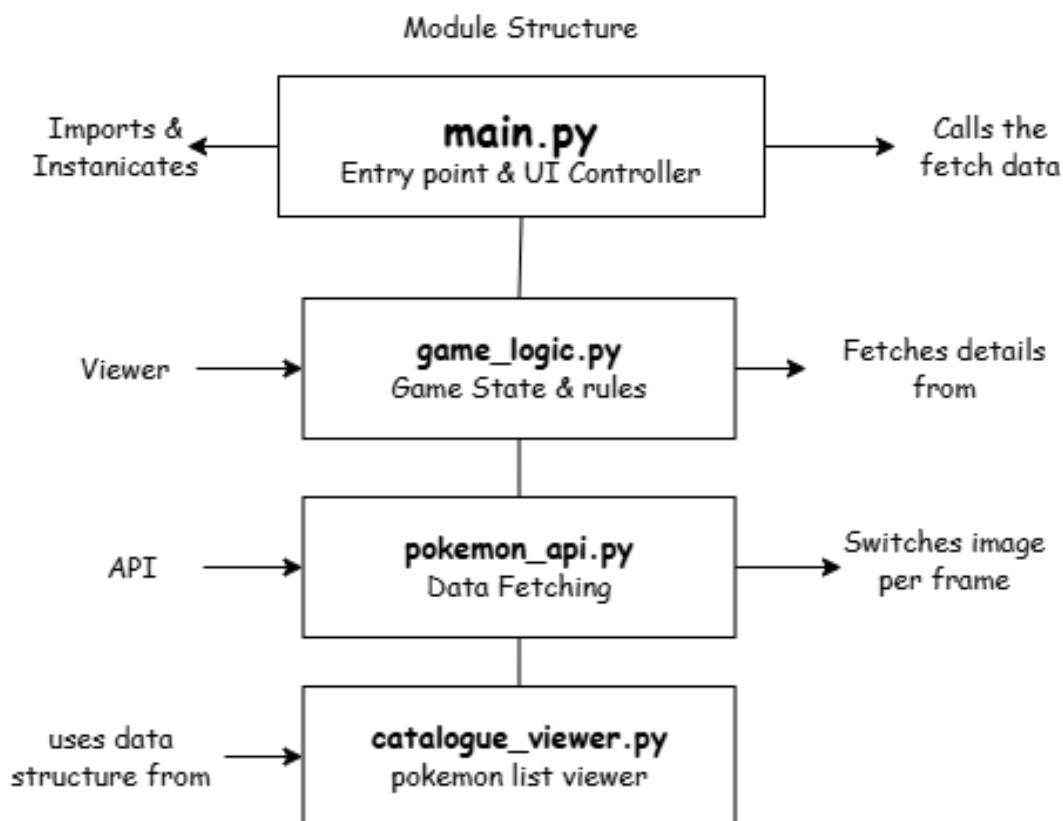


Figure 1. Model Structure

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.



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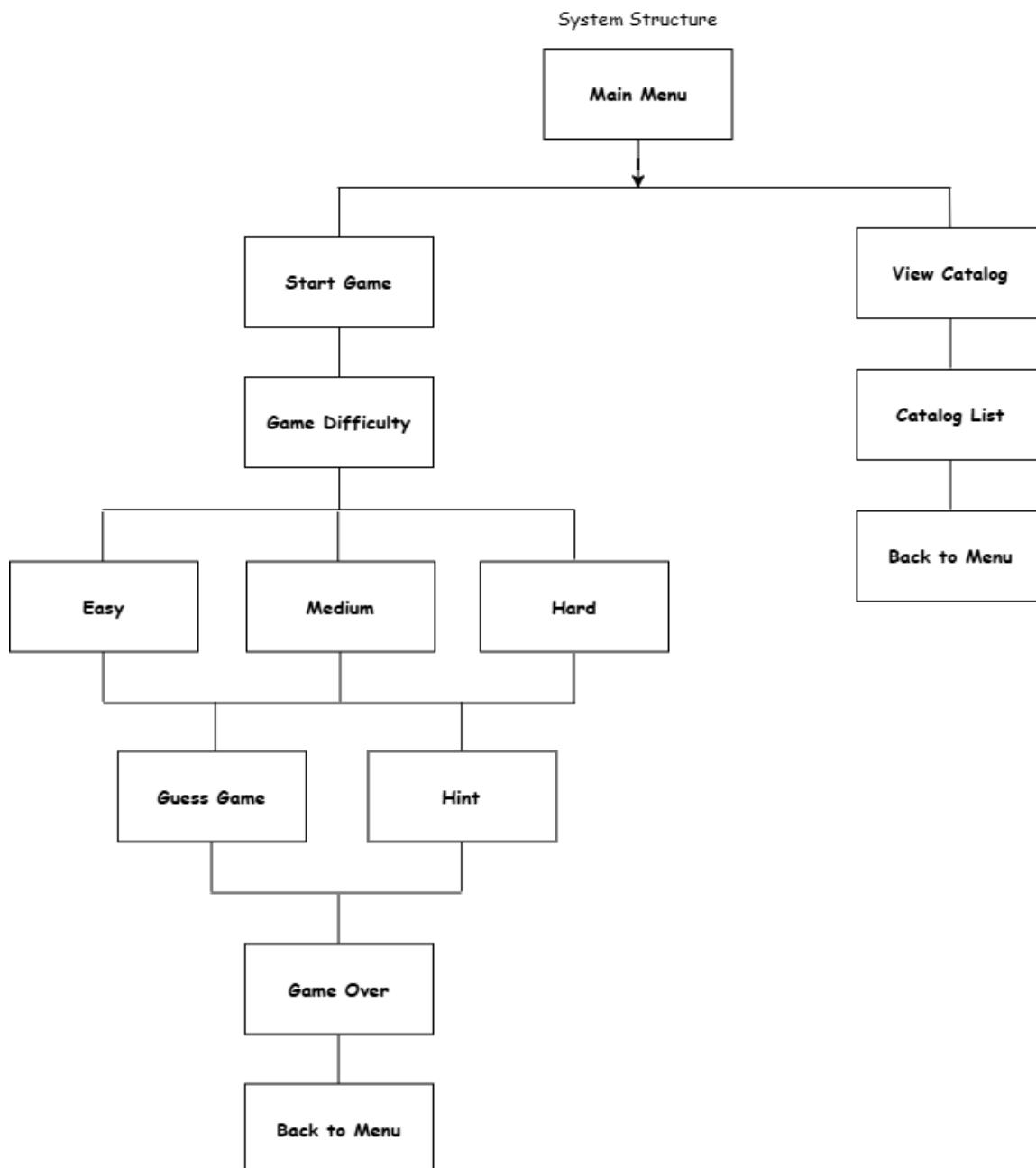


Figure 2. System Structure

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.



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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.

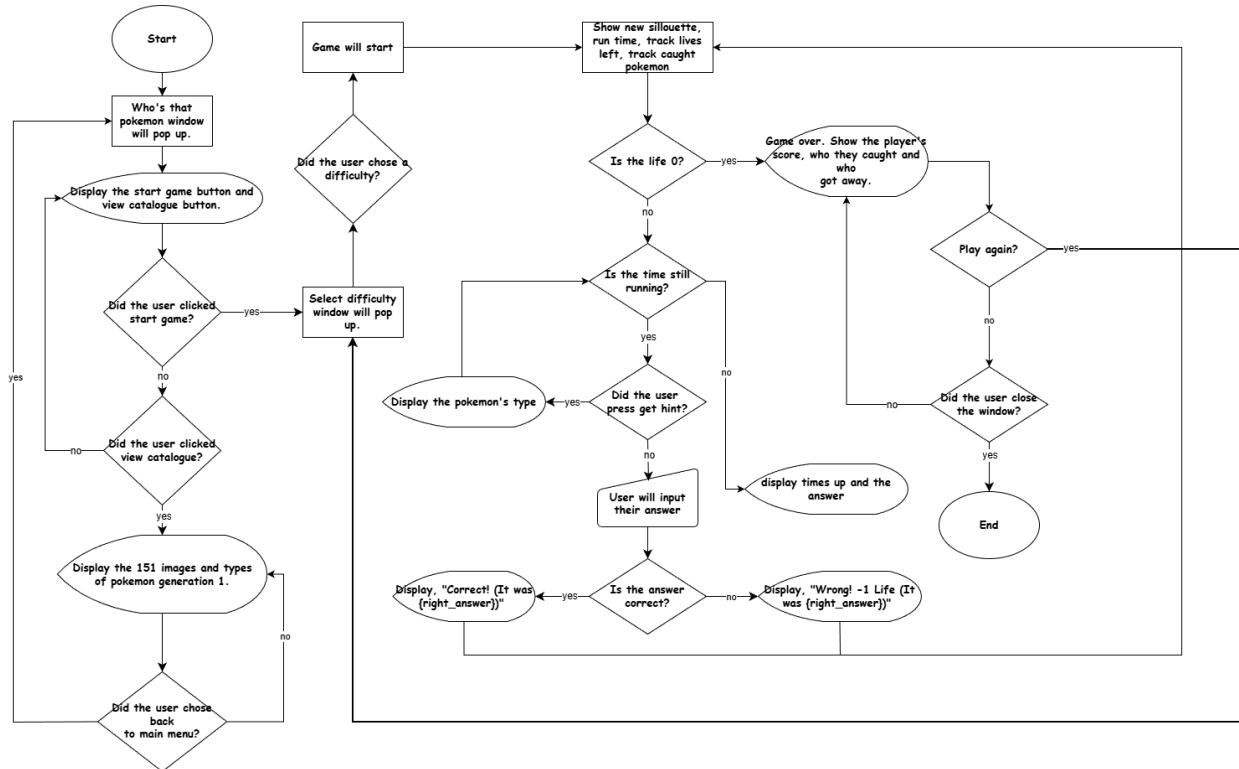


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## Flowchart or Pseudocode of Main Processes



Link: [https://drive.google.com/file/d/1N45e3gmNlGKYZlkiWk\\_Ickut5O0MyfH/view?usp=sharing](https://drive.google.com/file/d/1N45e3gmNlGKYZlkiWk_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.



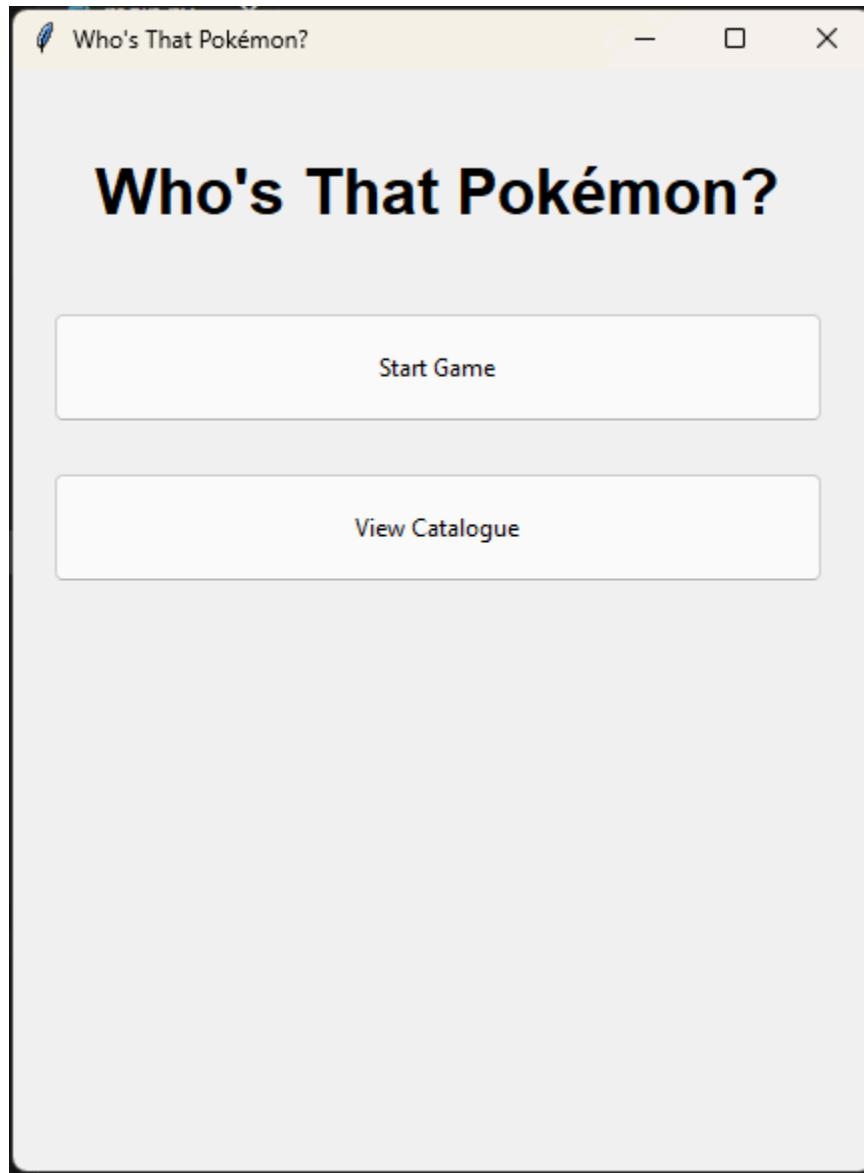
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## Implementation

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"
```



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```
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)

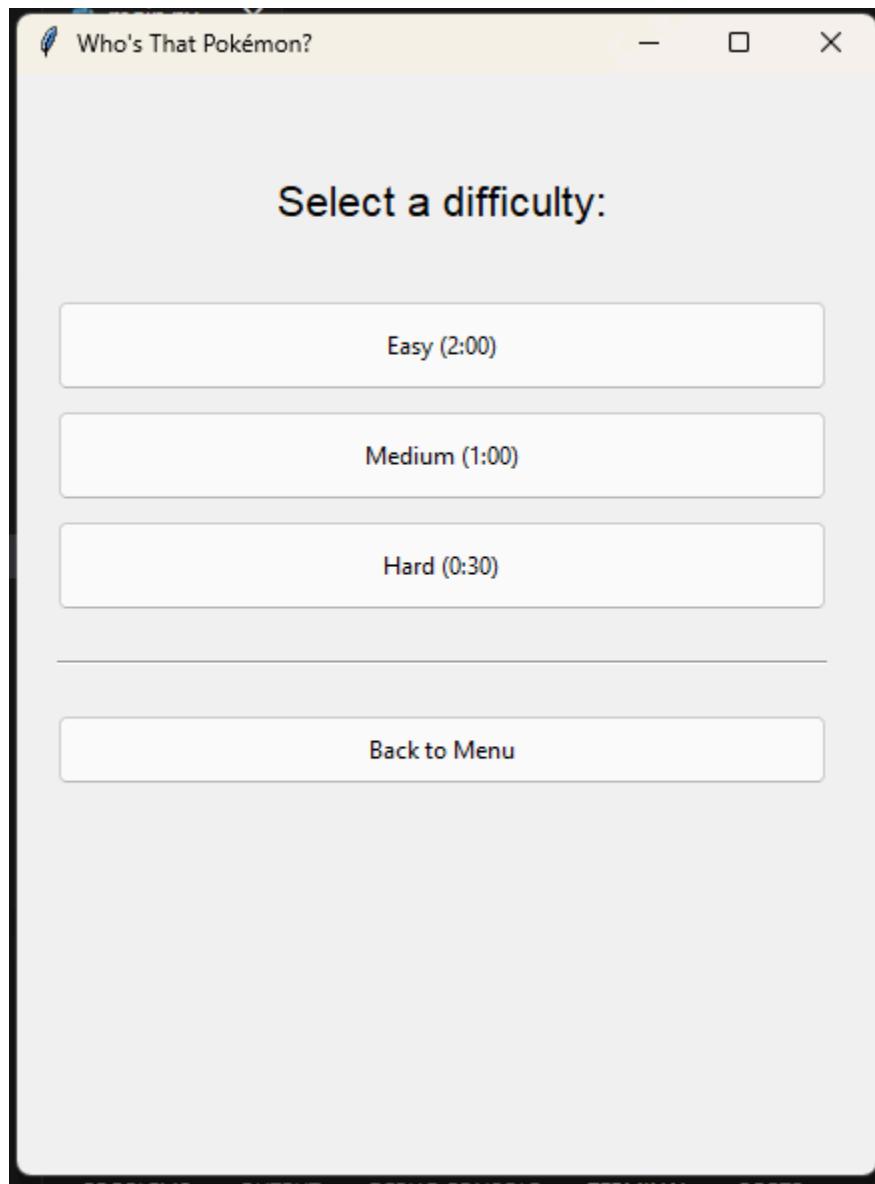
# Dictionary ng screens (para madali magpalit)
self.frames = {}
# Changed the first screen to StartMenuScreen
for F in (StartMenuScreen, DifficultyScreen, GameScreen,
GameOverScreen, CatalogueScreen):
    # Gumagawa ng instance ng bawat screen
    frame = F(self.container, self)
    self.frames[F] = 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)
```



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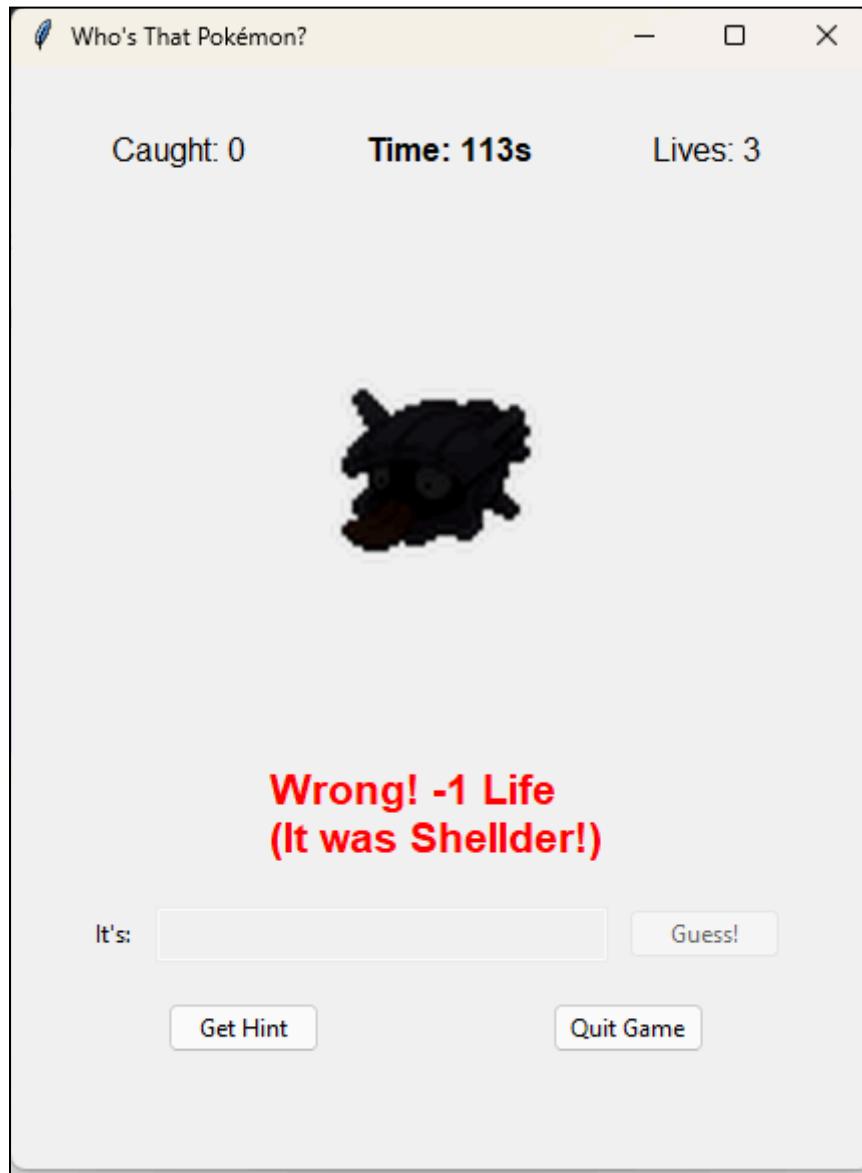
```
# === START GAME FLOW ===
# Start button now triggers the Difficulty Screen
def show_difficulty_select(self):
    self.show_frame(DifficultyScreen)

# 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()
```



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```
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 nagshow kung ano yung tamang sagot
        # Update UI with the result
```



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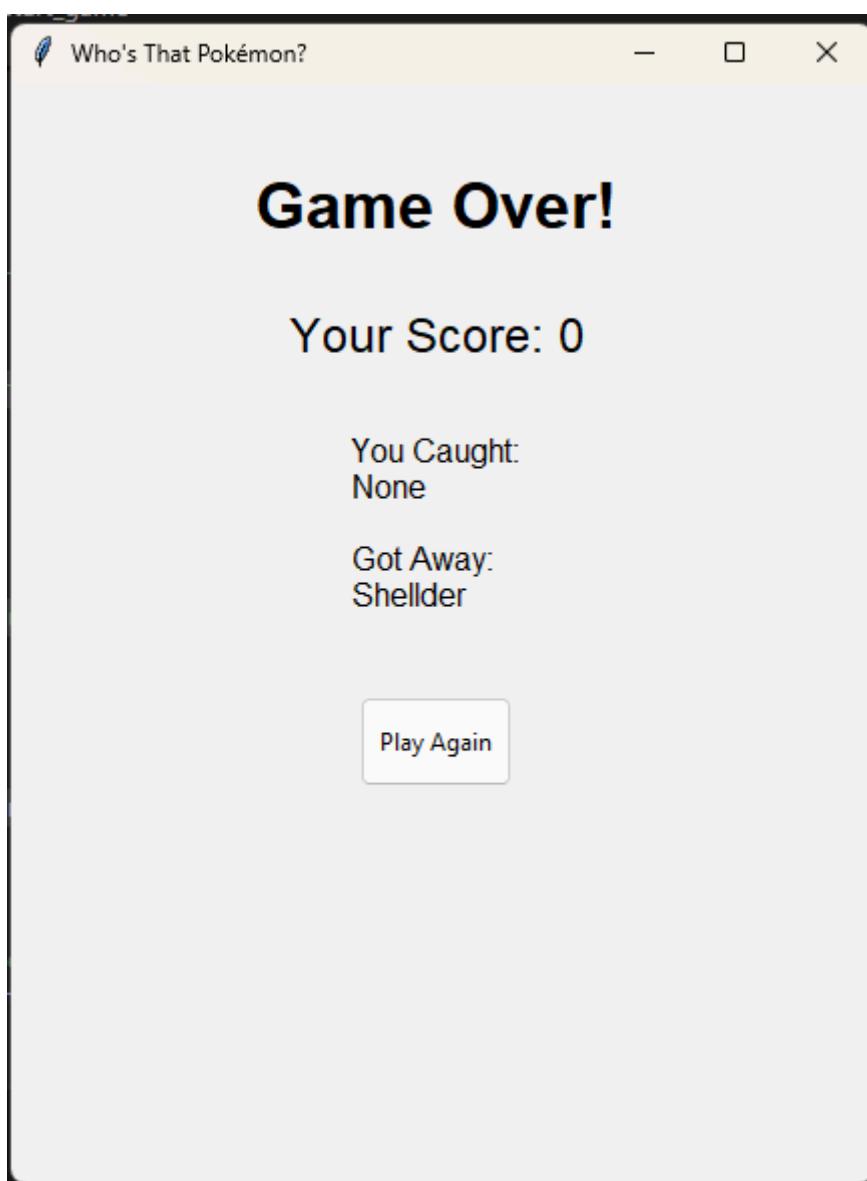
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```
self.result_label.config(text=message, foreground=color)
self.guess_entry.config(state="disabled")
self.guess_button.config(state="disabled")

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()
```

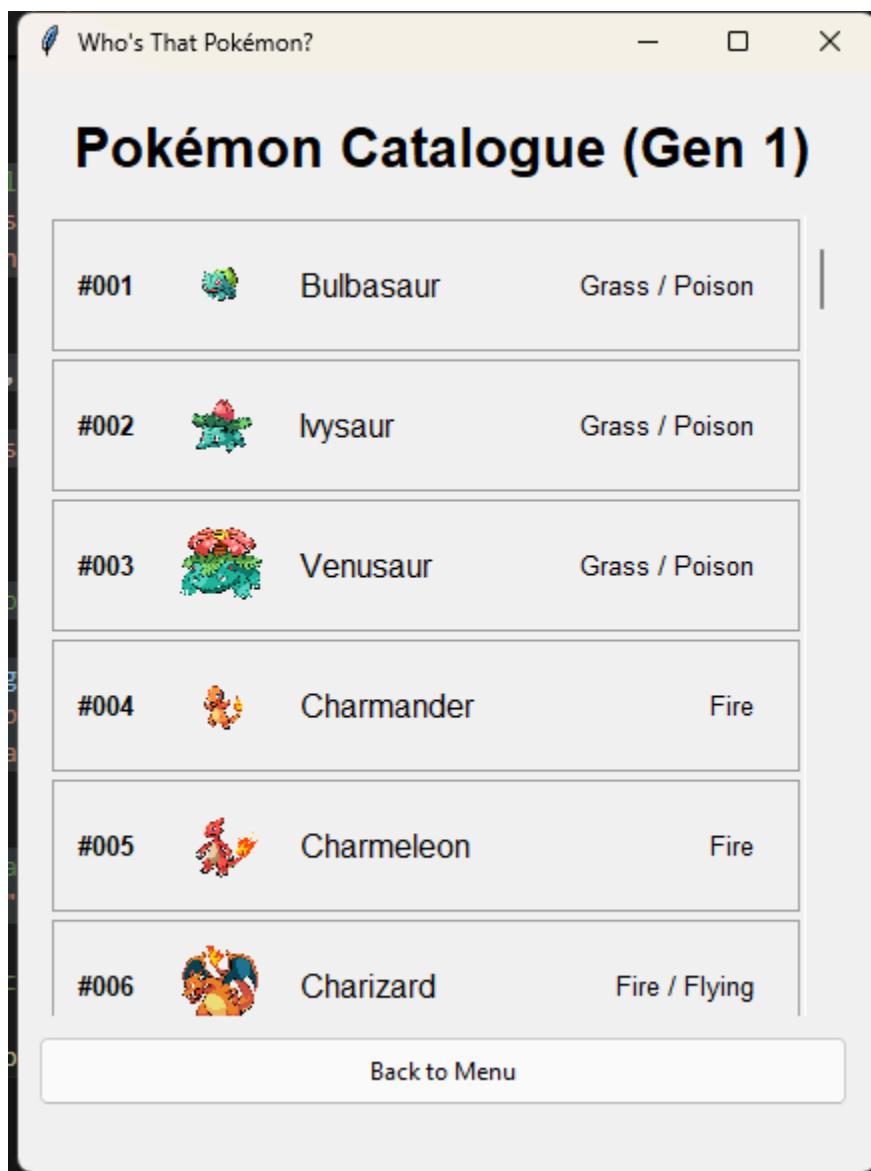


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```
self.show_frame(GameOverScreen)
```



```
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
```



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```
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()
```



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

## Git Commits

Commits on Oct 29, 2025					
<a href="#">Rename pokemon_API.py to pokemon_api.py</a>	<span>Verified</span>	d2ee73a			
c22-0927-423 authored last month					
<a href="#">Merge pull request #5 from UPHSL-CCS/poke-draft</a>	<span>Verified</span>	4ce4852			
c22-0927-423 authored last month					
<a href="#">pokemon API draft(with comments)</a>	<span>Verified</span>	28ff7f1			
mickzzkcm authored last month					
<a href="#">Create game_logic.py</a>	<span>Verified</span>	c866ee7			
Fraxinity authored last month					
<a href="#">Create main.py</a>	<span>Verified</span>	76f2439			
c22-0927-423 authored last month					
<a href="#">Merge pull request #4 from UPHSL-CCS/C++-Concurrency</a>	<span>Verified</span>	32b218f			
Fraxinity authored last month					
<a href="#">Create README.md for the pokemon project</a>	<span>Verified</span>	ba5f445			
c22-0927-423 authored last month					
<a href="#">Create README.md and folder placeholder</a>	<span>Verified</span>	55c398a			
c22-0927-423 authored last month					
<a href="#">Delete pokemon-project/modules directory</a>	<span>Verified</span>	5bbde0b			
c22-0927-423 authored last month					
<a href="#">Created a folder for the project</a>		a09b8af			
c22-0927-423 committed last month					
Commits on Nov 20, 2025					
<a href="#">Folder for horoscope-project</a>	<span>Verified</span>	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	<a href="#">Copy</a>	<a href="#">View</a>
Fraxinity committed last week			
Add initial pokeapi.h header file for Pokedex project	d264e1e	<a href="#">Copy</a>	<a href="#">View</a>
Fraxinity committed last week			
Applying Qt GUI library and tools for UI of pokedex	abe4820	<a href="#">Copy</a>	<a href="#">View</a>
Fraxinity committed last week			
Creating the structure data of the pokemon	cd4ee7a	<a href="#">Copy</a>	<a href="#">View</a>
Fraxinity committed last week			
changing from horoscope to pokedex	29ace0b	<a href="#">Copy</a>	<a href="#">View</a>
Fraxinity committed last week			
Create readme.md	fd26052	<a href="#">Copy</a>	<a href="#">View</a>
Fraxinity authored last week	<span>Verified</span>		
horoscope-project	f446c07	<a href="#">Copy</a>	<a href="#">View</a>
Fraxinity authored last week	<span>Verified</span>		
Delete horoscope-project/modular directory	58da461	<a href="#">Copy</a>	<a href="#">View</a>
Fraxinity authored last week	<span>Verified</span>		

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



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

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

Git commit helps us understand what our team is making or contributing to the system, whether it be a feature or bug fixes. This also shows accountability if ever something goes wrong within the system. This is why we work on branches to minimize those mistakes and contribute to the system more safely.



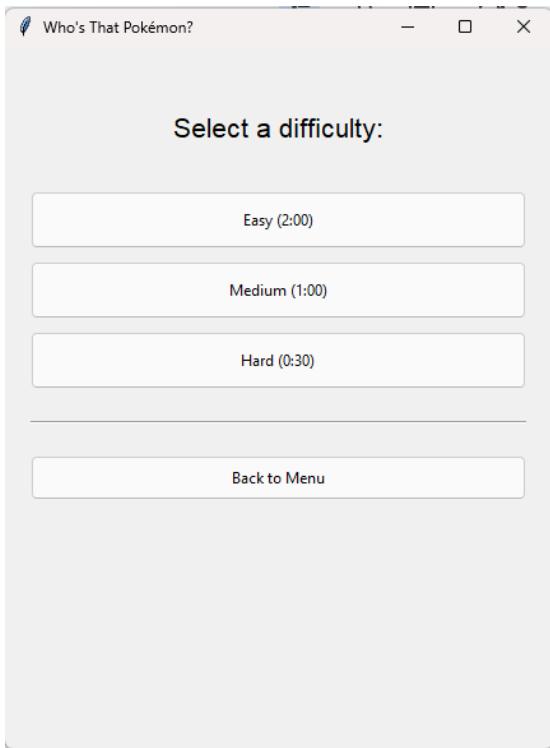
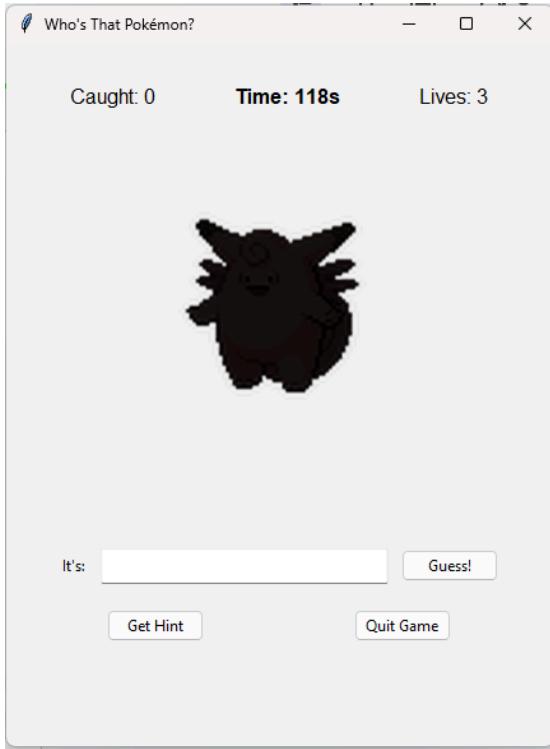
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## Testing and Evaluation

### 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	1. Click "Start Game" on the StartMenuScreen. 2. Click "Easy (2:00)" on the DifficultyScreen.	The app switches to the GameScreen. The Timer starts at 120s. Lives are set to 3. A silhouette image appears.		Passed



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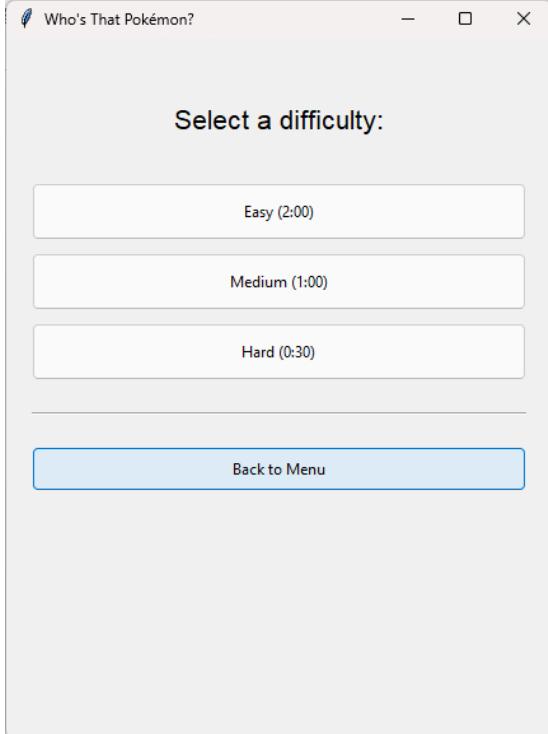
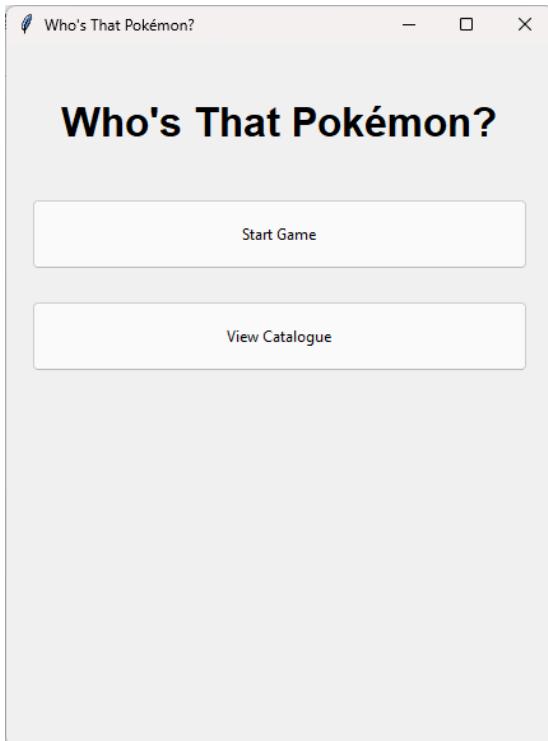
Start Game - Medium	<ol style="list-style-type: none"><li>Click "Start Game" on the StartMenuScreen.</li><li>Click "Medium (1:00)" on the DifficultyScreen.</li></ol>	<p>The app switches to the GameScreen. The Timer starts at 60s (1:00). Lives are set to 3. A silhouette image appears.</p>		Passed
Start Game - Hard	<ol style="list-style-type: none"><li>Click "Start Game" on the StartMenuScreen.</li><li>Click "Hard (0:30)" on the DifficultyScreen.</li></ol>	<p>The app switches to the GameScreen. The Timer starts at 30s. Lives are set to 3. A silhouette image appears.</p>		Passed



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<b>Back to Menu</b>	On the DifficultyScreen, click "Back to Menu".	The app switches back to the StartMenuScreen.		Passed

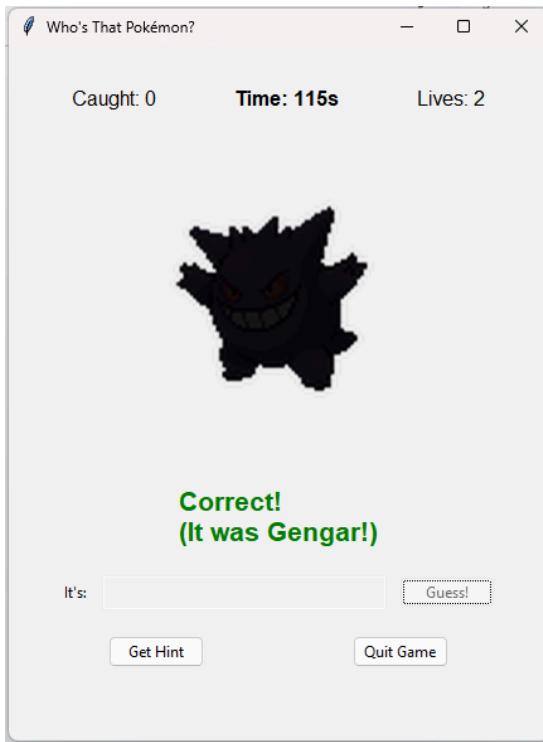
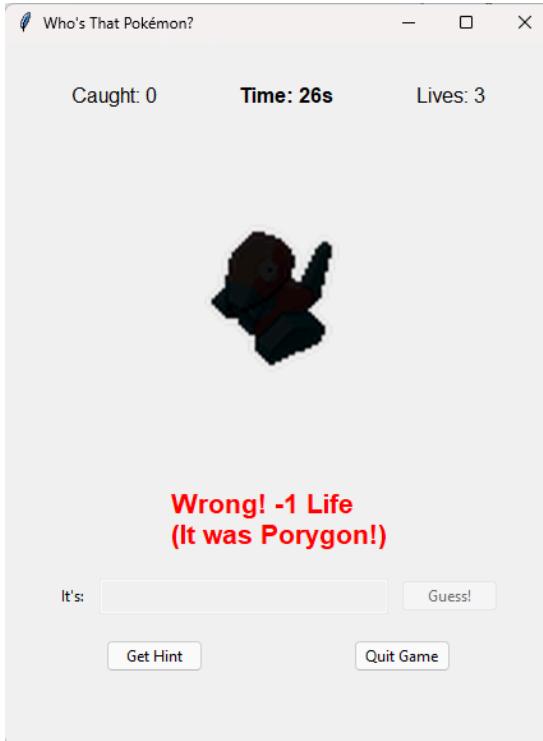
Feature / Action	User Interaction	Expected Result (Pass Criteria)	Proof of Technology	Status
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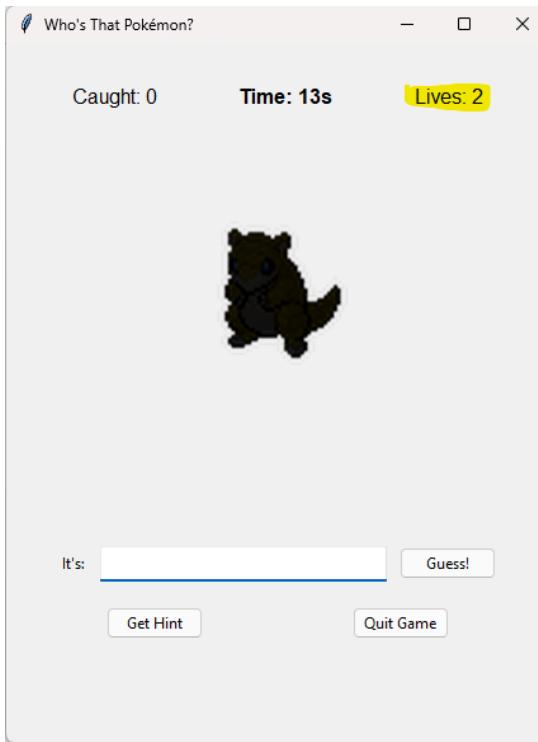
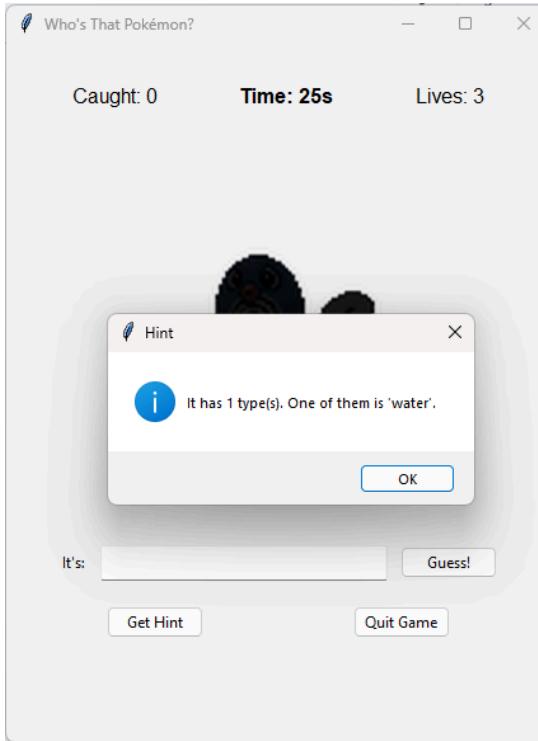
Correct Guess	Type the correct Pokémon name (e.g., 'Pikachu') and click "Guess!"	<p><b>Result Label</b> displays "Correct!" in green.</p> <p><b>Score increments by 1.</b></p> <p><b>After 2 seconds, a new silhouette loads, and the timer restarts.</b></p>		Passed
				Passed



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<b>Hint Feature</b>	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	



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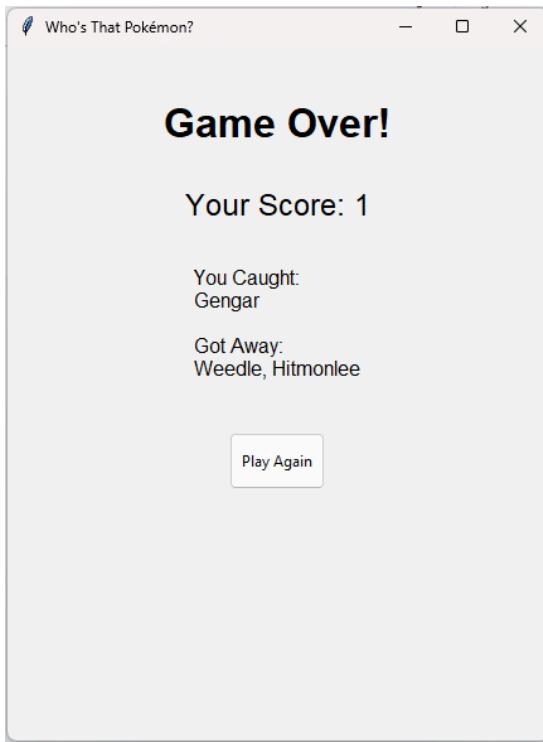
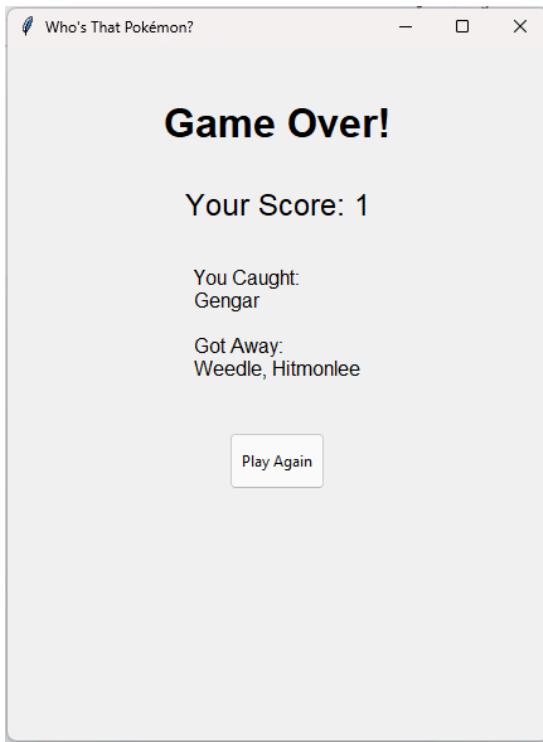
Time Out	Let the timer run down to 0s.	<p><b>Result Label</b> displays "Time's Up!" in red and reveals the correct name.</p> <p><b>Lives decrease by 1.</b></p> <p><b>After 2 seconds, a new silhouette loads, and the timer restarts.</b></p>	  <p>Passed</p>

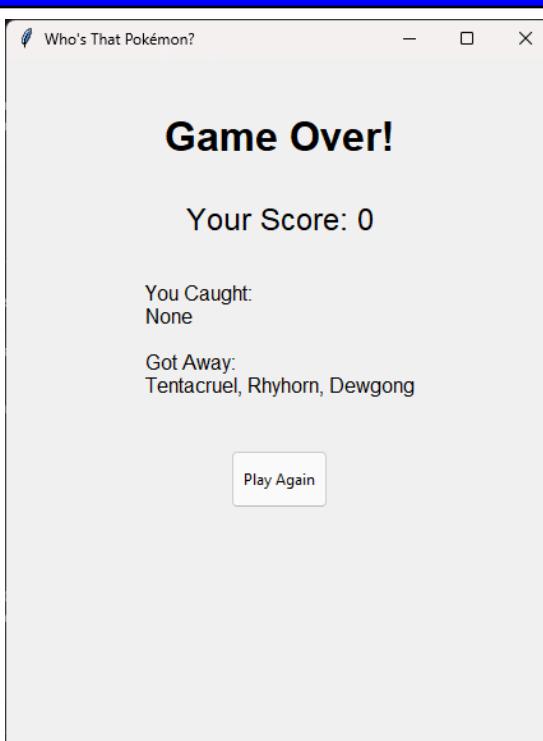


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				Passed
End Game - Quit	Click the "Quit Game" button on the GameScreen.	The app immediately switches to the GameOverScreen and displays the final score and results.		Passed

Feature / Action	User Interaction	Expected Result (Pass Criteria)	Proof of Technology	Status
Game Over by Lives	Get 3 wrong guesses or 3 timeouts in a row.	The app switches to the GameOverScreen. The Score label shows the final caught count. The Results label accurately lists the names of Caught and Got Away Pokémon.		Passed



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Who's That Pokémon?

Caught: 0      Time: 27s      Lives: 3

**Wrong! -1 Life**  
(It was Rhyhorn!)

It's:  Guess!

Get Hint      Quit Game

Who's That Pokémon?

Caught: 0      Time: 22s      Lives: 2

**Wrong! -1 Life**  
(It was Magmar!)

It's:  Guess!

Get Hint      Quit Game



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Who's That Pokémon?

Caught: 0      Time: 24s      Lives: 1



**Wrong! -1 Life  
(It was Lickitung!)**

It's:  Guess!

Get Hint      Quit Game

Who's That Pokémon?

**Game Over!**

Your Score: 0

You Caught:  
None

Got Away:  
Rhyhorn, Magmar, Lickitung

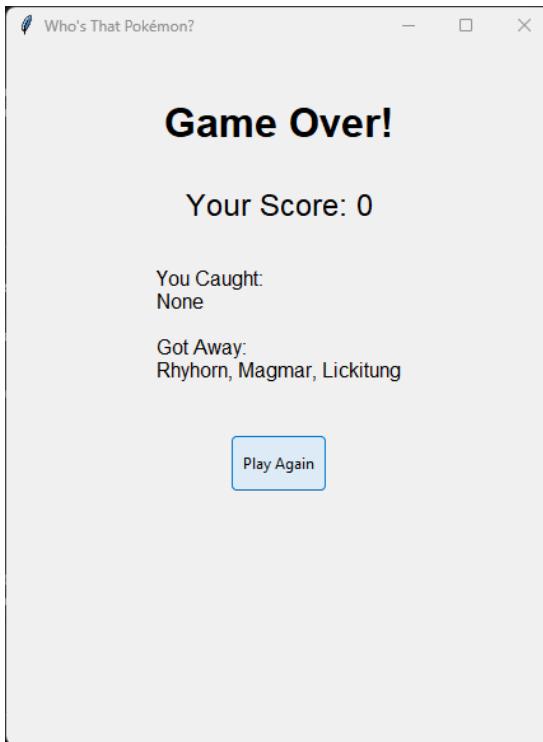
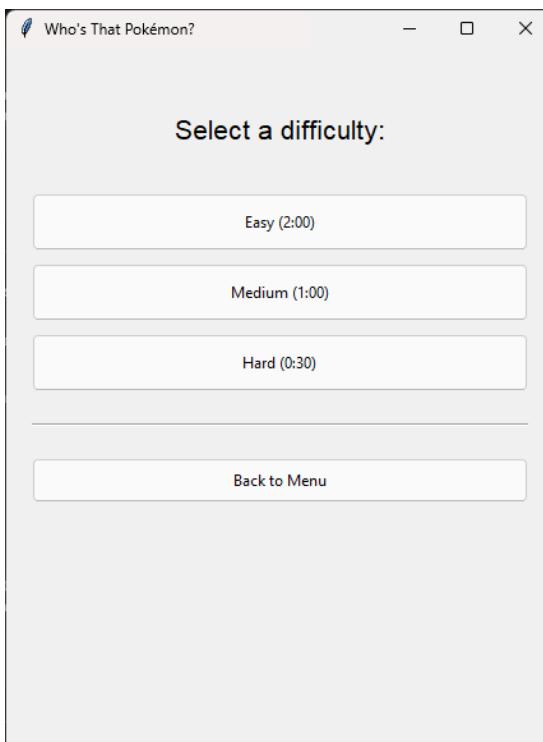
Play Again



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<b>Restart Game</b>	On GameOverScreen, click "Play Again".	The app switches back to the DifficultyScreen.		Passed

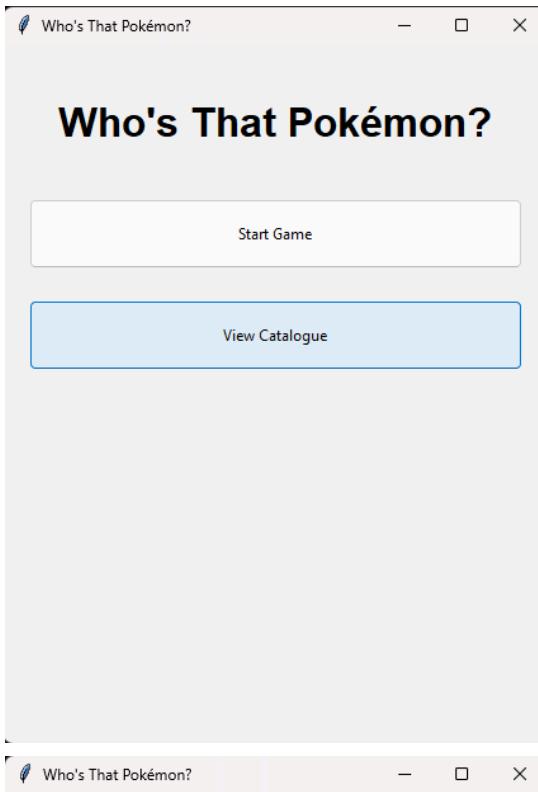
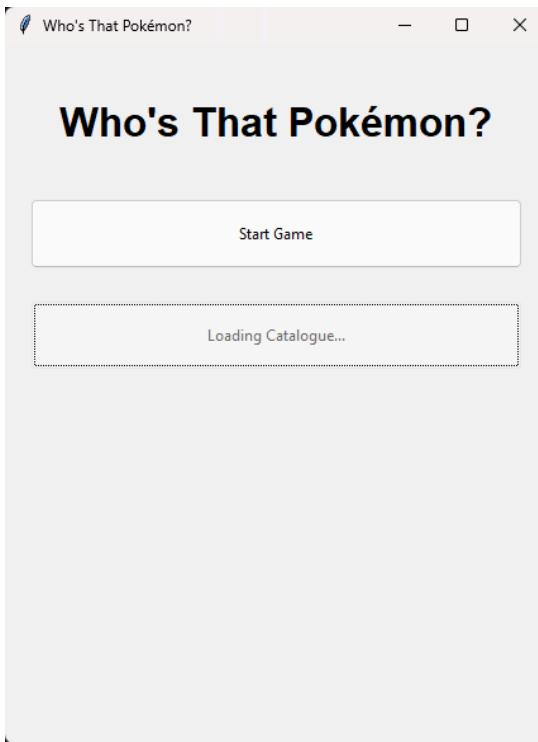
Feature / User Action	User Interaction	Expected Result (Pass Criteria)	Proof of Technology	Status



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<b>Initial Catalogue Load</b>	<ol style="list-style-type: none"><li>1. Click "View Catalogue" on the StartMenuScreen.</li></ol>	<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>	 <b>Passed</b>



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		<table border="1"><thead><tr><th>#</th><th>Pokémon Name</th><th>Type</th></tr></thead><tbody><tr><td>#001</td><td>Bulbasaur</td><td>Grass / Poison</td></tr><tr><td>#002</td><td>Ivysaur</td><td>Grass / Poison</td></tr><tr><td>#003</td><td>Venusaur</td><td>Grass / Poison</td></tr><tr><td>#004</td><td>Charmander</td><td>Fire</td></tr><tr><td>#005</td><td>Charmeleon</td><td>Fire</td></tr><tr><td>#006</td><td>Charizard</td><td>Fire / Flying</td></tr></tbody></table>	#	Pokémon Name	Type	#001	Bulbasaur	Grass / Poison	#002	Ivysaur	Grass / Poison	#003	Venusaur	Grass / Poison	#004	Charmander	Fire	#005	Charmeleon	Fire	#006	Charizard	Fire / Flying	
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#004	Charmander	Fire																						
#005	Charmeleon	Fire																						
#006	Charizard	Fire / Flying																						
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.	<table border="1"><thead><tr><th>#</th><th>Pokémon Name</th><th>Type</th></tr></thead><tbody><tr><td>#001</td><td>Bulbasaur</td><td>Grass / Poison</td></tr><tr><td>#002</td><td>Ivysaur</td><td>Grass / Poison</td></tr><tr><td>#003</td><td>Venusaur</td><td>Grass / Poison</td></tr><tr><td>#004</td><td>Charmander</td><td>Fire</td></tr><tr><td>#005</td><td>Charmeleon</td><td>Fire</td></tr><tr><td>#006</td><td>Charizard</td><td>Fire / Flying</td></tr></tbody></table>	#	Pokémon Name	Type	#001	Bulbasaur	Grass / Poison	#002	Ivysaur	Grass / Poison	#003	Venusaur	Grass / Poison	#004	Charmander	Fire	#005	Charmeleon	Fire	#006	Charizard	Fire / Flying
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Who's That Pokémon?

Start Game

View Catalogue

Who's That Pokémon?

### 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



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Scroll Functionality	Scroll down the list of 151 entries.	The user can smoothly scroll through the entire list of Pokémon entries.		Passed
Error Handling (Simulated)	(Developer simulates an API failure during load)	A message box appears showing the "Catalogue Error" message.  The app returns to the StartMenuScreen.  The "View Catalogue" button is reset to its normal state.		Passed

## 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. We also contributed to each other's documentation and user interface development, balancing the workload across the different languages (Python and C++) used by the group.



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- **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



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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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[Mastering Python APIs: A Comprehensive Guide to Building and Using APIs in Python](#)



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<https://pokeapi.co/>