

modal

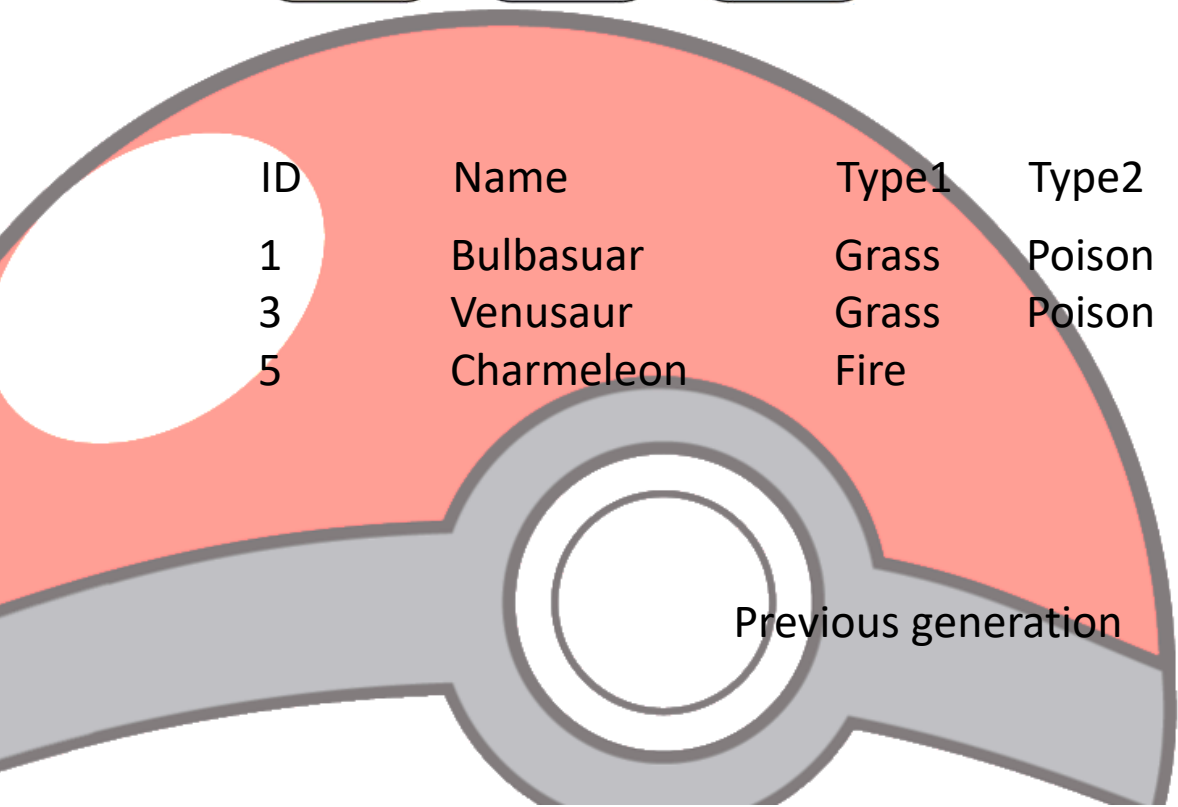
Reverse stat and  
move sections...  
need more room for  
moveset (move  
name, lvl learned,  
type, power)

Filter by type



Filter by Generation

Default filter, Gen 1.  
Depending on filter on type or generation, bottom of page and “Generation” changes to “Type”.  
Find graphic for generations?  
Create classes that look like type icons for pkmn type below.



Generation

ID	Name	Type1	Type2
1	Bulbasuar	Grass	Poison
3	Venusaur	Grass	Poison
5	Charmeleon	Fire	
2	Ivysaur	Grass	Poison
4	Charmander	Fire	
6	Charizard	Fire	Flying

Previous generation

Next Generation

BUG	DARK	DRAGON
ELECTRIC	FAIRY	FIGHTING
FIRE	FLYING	GHOST
GRASS	GROUND	ICE
NORMAL	POISON	PSYCHIC
ROCK	STEEL	WATER

Search

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Search



The screenshot shows the Pokemon Red Game Boy interface. On the left, the Game Boy's top status bar displays a blue circle, three colored circles (red, yellow, green), and a red circle. The screen shows a pixelated Bulbasaur. Below the screen are three horizontal lines and a red circle. The bottom of the Game Boy features a blue circle, two buttons labeled 'electric' (green) and 'fire' (orange), a green button labeled 'ID#', and a black directional pad.

On the right, the Bulbasaur status screen is displayed. It shows the name 'Bulbasaur' at the top. Below it, the stats are listed: ATK 12, DEF 12, SPD 12, SPATK 12, SPDEF 12, and HP 20. The HP bar is full. Below the stats, the move list is shown with the header 'Move' and 'lvl Learned'. The first move is 'Scary Face' at level 1. Below the move list, there are three colored circles (green, yellow, red), a green bar, an orange bar, and a yellow button with a left arrow. At the bottom, there is a yellow button labeled 'CLOSE' and a text box that says 'use arrows above to navigate pkmn'.

Move	lvl Learned
Scary Face	1