# Personal Information

## Lachlan O’Neill

**Student Number:** s3802024

**Nationality:** Australian

**Education:**

* Queensland Certificate of Education

**Profile:**

Hi, my name is Lachlan O'Neill, I'm 17 and I live in Queensland, more specifically, Brisbane, I work as an administrator for a disability support company on the Gold Coast. I graduated Year 12 last year. I was originally going to study a diploma of Software Development at TAFE and then continue with a Bachelor of IT with QUT afterwards, but I thought I might as well try and apply for the qualification through OUA anyway. I have Cerebral Palsy so I'm dependent on a wheelchair, it limits my capabilities somewhat, but I'm not too restricted in everyday activities. This also explains my choice in hobbies and my gamertag, “Wheelz”! Some of my hobbies include video games, Dungeons and Dragons, and reading.

# Tools

My website can be found at [wheelz108.github.io](https://wheelz108.github.io), the website is still very much a work in progress and may behave weirdly on monitors not outputting at 1080p resolution. The website details facts about myself as well as the IT project I have been working on. The repository for the website can be found at <https://github.com/Wheelz108/Wheelz108.github.io> and the repository for the actual project can be found at <https://github.com/Wheelz108/Pokemon-Group-Project>.

You’ll notice on the project repository that there are commits from people other than me. This is because I was originally working on this project with a group however the people working on the assignment with me withdrew from the course. The others in the group were non-communicative so it was decided that I would continue this project as a solo endeavor.

# Project Description

As a competitive Pokémon fan, I am frustrated with the lack of support the developers have given the community regarding producing competition ready teams. I’m consistently disappointed in the minimal progress Game Freak has made to fast track the team building process. Things like breeding for IVs and natures take hours for each Pokémon not to mention the extra effort required to get those stats plus any egg moves needed.

To be fair to Game Freak, it has made steps to make this process easier, the streamlining of EV training and mint items for specific natures come to mind. But in my opinion, this isn’t enough. If there was a way to build teams in a matter of minutes instead of a few days I feel that it would be a huge benefit to the community.

That’s why for my IT project I have decided to develop a tool that streamlines the Pokémon team building process, allowing users to generate teams to use in their games in a manner of minutes.

# Overview

## Topic

With this project I am aiming to produce a program that allows users to generate a Pokémon team as a plain text file which can then be imported into external tools like the save editor PKHex or the battle simulator Pokémon Showdown. The program will take input from the user, letting them dictate how the Pokémon is built, down to the stats, held item, moves, etc.

With this tool I believe the barrier for entry into the competitive Pokémon scene will be lowered drastically allowing new players to quickly generate a team to use online. Afterwards if they need to tweak something, they can edit the file themselves to change whatever is needed. This leads to much faster fine-tuning of strategies and combinations.

## Motivation

My motivation for this project is very personal. As stated earlier I am very frustrated with the developers of Pokémon for making the barrier for entry into the scene so high. This annoys me because it is a big deterrent for people interested in the community. If they see what is required to even start playing competitively as a basic level than they may be discouraged and be disinterested in joining the scene. I am always very happy to see new faces in the community and I think that with this tool more people will be able to explore that interest in competitive battling.

## Landscape

# Detailed Description

## Aims

## Plans and Progress

## Roles

## Scope and Limits

## Tools and Technologies

## Testing

## Timeframe

## Risks

Skills and Jobs

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