Pokemon Database Project

Team Members: Xianshun Jiang, Yunzhe Wei, Yujie Zhang

Problem Description:

Pokemon is the largest game IP in the world and has a huge number of players. We are also pokemon fans and played many pokemon games. However, when playing the game, we found that the storage system in the pokemon game is not good enough. It is hard to find a pokemon in the game since there are more than 30 boxes and each box has 30 pokemon. It is also hard to look up information of items and skills in the game. Therefore, we decide to make a database that stores this information. It should a better sort and searchability.

Database Use:

For the database that are taught this quarter, we decided to choose MongoDB and Neo4J. We think these are widely used databases. Document database like MongoDB is suitable for storing pokemon information. Neo4J can be used to store pokemon and trainer relationships. For the database that we pick on our own, we choose Apache Ignite. This is a key-value database, and we consider this as a replacement of redis.

Features:

The detailed features for this project are:

F1: User can add pokemon

F2: User can update pokemon information

F3: User can delete pokemon

F4: User can search for pokemon based on multiple criteria

F5: User can sort pokemon based on a field

F6: User can view information about species, skills and items

Programming Language:

Beside the languages used by these databases, we decide to use Python to crawl data from the web and use Java or Python build a GUI that can connect with the database.