· The gameplay walkthrough properly illustrates the gameplay to me. I am wondering to a degree how the switching process between poke ball and trap occurs does it still pause time. It indicates the poke balls are infinite and click on them which I understand, but just trying to comprehend if there is a slowdown on that switch or pause. Based upon the document there is not a slowdown which is where the challenge comes from.

· Is there any clear indication of Pokémon type above their head or does it come from their Pokédex or personal knowledge?

· How do the acquired Pokémon affect gameplay? Are they in an inventory?

· In what ways do traps upgrade? Do they allow you to catch Pokémon easier or damage them easier?

· Inventory screen or walkthrough of inventory menu?