

Secure Bathtub Design

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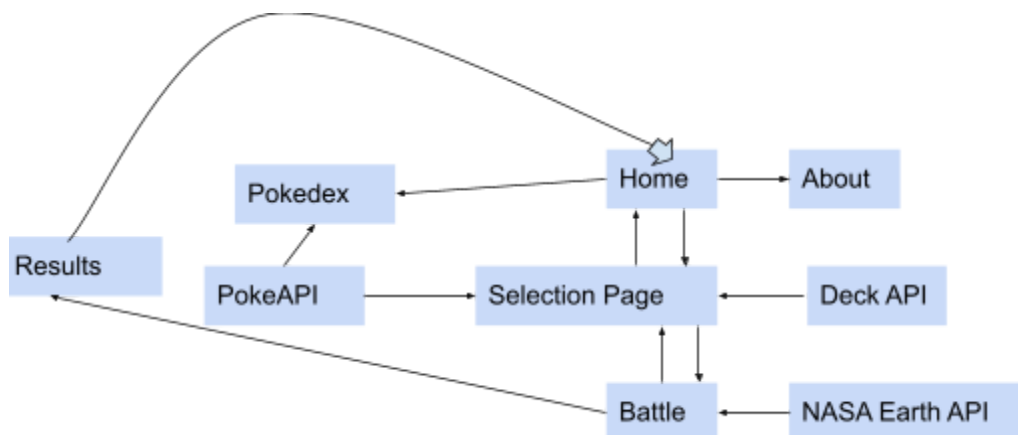
General Design

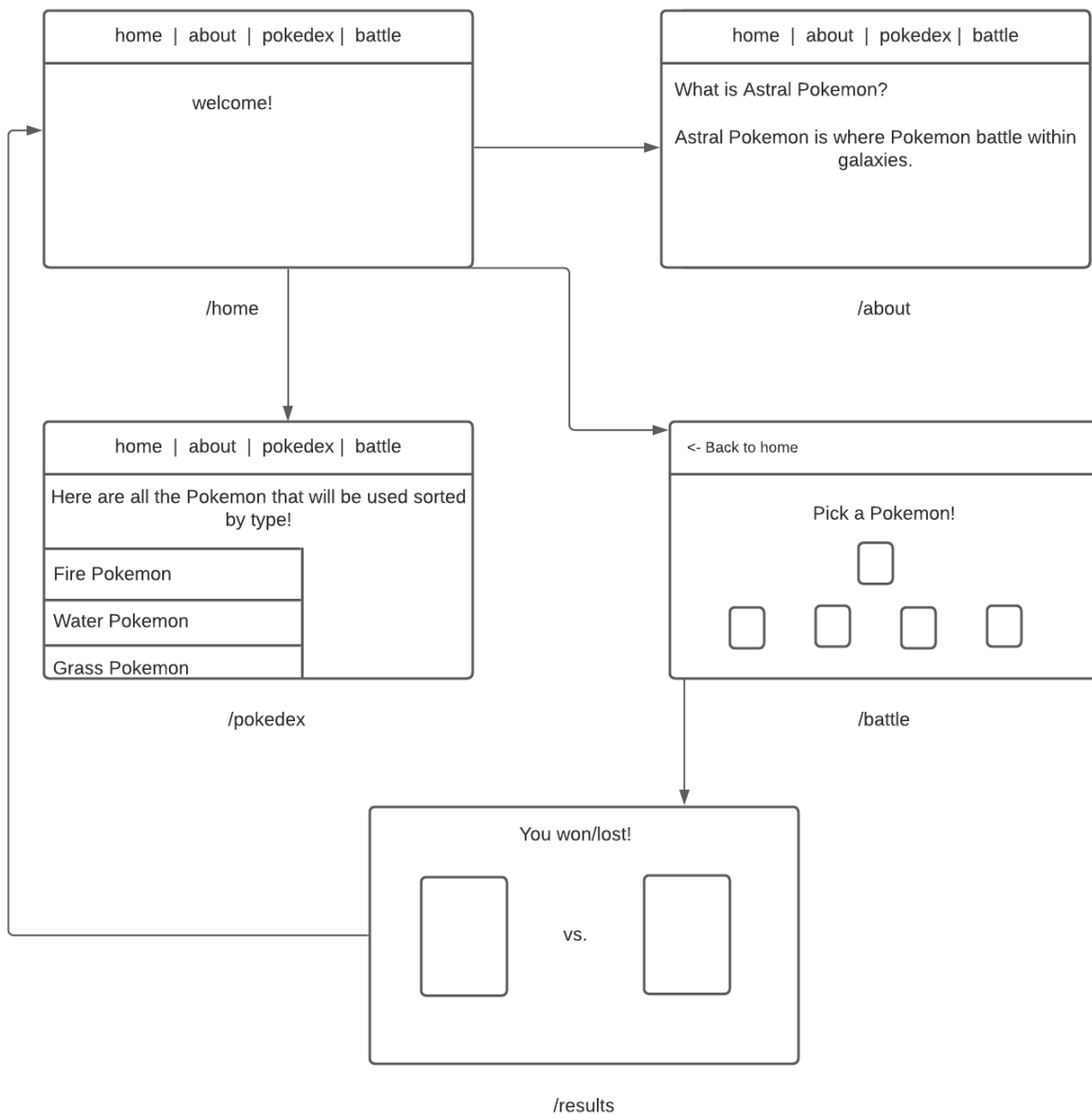
Website to put two pokemon against one another using DECKAPI, POKEAPI, and the NASA APOD API

Program Components:

1. Choosing Pokemon
 - a. Fetch 52 set pokemon from PokeAPI
 - b. We will generate a set of four random Pokemon that the user can choose from to battle a randomly selected opponent using DeckAPI.
2. Fighting
 - a. Takes Pokemon selected and simulates a fight against a different Pokemon
 - i. This will be done with one move, the user has no input in the moves used
 - b. The fight takes place on a background pulled from NASA's APOD API

Site Map:





- /loading_page
 - Page to pass time for user as our pokemon generate
- /home
 - Home page with top navigation bar
- /about
 - Information about the website
- /battle
 - Where the user can pick a Pokemon out of a set of 4 randomly generated Pokemon to battle a randomly selected Pokemon opponent
- /pokedex

- Has an accordion with all Pokemon sorted by type
- /result
 - Battle page with NASA API's random background
 - The Pokemon winner will be announced here
 - If you win, you have the option to keep battling
 - If you win 10 battles in a row you will get a message acknowledging that
 - If you lose, you have the option to go back to the home page

Important Notes

Front end will be constructed with: BOOTSTRAP

Why? Our frontend will not require overly complicated CSS, and thus the easy-to-use Bootstrap better serves our needs.

API Usage

- We will use Deck API to assign Pokemon to cards (ex. A joker card represents Vulpix) so that we could randomly pick Pokemon to battle each other.
- NASA Earth API will be used to generate a random background for the battle. For the layout during the battle, the Pokemon will be displayed on cards, and a random galaxy will be the background.
- PokeAPI will be used to retrieve data for each Pokemon. The data that we would retrieve would include moves for every Pokemon and Pokemon images to display on the card.

Questions

Does DECKAPI have a “hand” tool (i.e. to have multiple pokemon)?

User Steps

1. “pokemon” class with the following inputs and attributes
 - a. Inputs
 - i. Name
 - ii. Type
 - iii. Power ranking
 - b. Attributes
 - i. Represent as card name for DECKAPI
 - ii. Inputs
 - iii. Image src url
2. 52 pokemon and their power ranking (hardcoding)
 - a. 13 Types, 4 Pokemon per type

- b. We would decide each Pokemon's power ranking on a scale of 1-10 based on its weaknesses, variety of moves, and general strength
- 3. Use DECKAPI to shuffle and deal out a random pokemon
- 4. Pokemon battle using a random move of theirs chosen from the POKEAPI
 - a. Pokemon sprites (a sprite is an image of the Pokemon) are selected from the POKEAPI
 - b. Pokemon sprites are set on stage (background) selected from NASA APOD API
 - c. "Announcer" announces pokemon names, types, and trainer names
 - d. Winner is decided by power ranking
 - i. If both the Pokemon have the same power ranking, then the winner will be randomly decided
- 5. User can play again with new pokemon (use DECKAPI to cast aside old "cards")

Page Contents

- ☐ Homepage
 - ☐ Navbar
 - ☐ Home
 - ☐ Title
 - ☐ FIGHT button
 - ☐ To battle page
 - ☐ Accordion
 - ☐ How to play
 - ☐ Pokemon
 - ☐ Images with clickable names
 - ☐ Link to <https://www.pokemon.com/us/pokedex/{{name}}>
 - ☐ About us
 - ☐ Footer
- ☐ Selection Page
 - ☐ Navbar
 - ☐ Home
 - ☐ View opponents chosen pokemon
 - ☐ View 4 presented pokemon
 - ☐ Select one
- ☐ Battle
 - ☐ Navbar
 - ☐ Home
 - ☐ Pokemon images on opposite sides (left/right)
 - ☐ Has a large "VS." in between them

- ☐ Declares winner/loser
 - ☐ Text and image to certify
 - ☐ Next Round Button (if won)
 - ☐ Routes to battle again with another randomly generated set and opponent
- ☐ Homepage button (if the battle was lost)
 - ☐ Routes to home page

Tasks:

Alejandro (Devo):

- Pokemon Class

Aaron (PM):

- NASA API, routing/forms for battle and results page

Edwin (Devo):

- HTML
 - Battlepage, selection page, and homepage, Pokedex, Navbar, aboutpage

Tina (Devo):

- HTML for homepage + Pokedex + about page + added in win/loss images

Pokemon Selection

This section details the 52 Pokemon we've selected to be in Astromon. We've organized this list by having 13 types/sections of 4 Pokemon. We will also only be featuring each Pokemon's first/only evolution. There will be only one Legendary Pokemon for each type. (Purple font)

*Diamond suits (Cards) represent Legendary Pokemon in the deck

Flying

1. Pidgey
2. Spearow
3. Zubat
4. Lugia

Fire

1. Fennekin
2. Vulpix
3. Charizard
4. Moltres

Water

1. Squirtle
2. Psyduck
3. Blastoise
4. Kyogre

Grass

1. Snivy
2. Turtwig
3. Venusaur
4. Virizion

Electric

1. Pikachu
2. Mareep
3. Shinx
4. Zapdos

Fighting

1. Mankey
2. Mienfoo
3. Pancham
4. Keldeo

Steel

1. Cufant
2. Meltan
3. Sandshrew
4. Jirachi

Dragon

1. Dratini
2. Goomy
3. Salamence
4. Rayquaza

Dark

1. Purrloin
2. Zorua
3. Poochyena
4. Guzzlord

Psychic

1. Abra
2. Espurr
3. Munna
4. Mewtwo

Ice

1. Snorunt
2. Bergmite
3. Cubchoo
4. Articuno

Ghost

1. Gastly
2. Duskull
3. Shuppet
4. Giratina

Fairy

1. Togepi
2. Clefairy
3. Alcremie
4. Xerneas

Potential Expansion

Make users + login functionality

Pokedex starts with one random non-legendary, as you progress through battles, your pokedex fills up with those you've defeated.