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SoftDev1 pd08  
P02 -- The End  
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# Pokemon Dungeon

## Description

Pokemon 2D Dungeon Explorer. The classic game of pokemon. You choose a starter out of three different pokemon, and using that pokemon you battle wild pokemon and trainers to level up.

## Basic Features:

- Signup/login
- Choose a starter Pokemon
- Walk around on a map
- Encounter Pokemon
- Battle Pokemon
- Capture Pokemon
- Get items (drops from Pokemon battles)
- Feed/Heal your Pokemon

## Possible Extra Features:

1. Use the Poke API to create a pokedex with all the possible pokemon and basic stats.
2. Evolution- Get up to a certain level
3. Add a tamagotchi feature. Where you can choose a Pokemon pet and level it up by feeding it food and playing with the pokemon.
4. Add buildings to enter in (a store to buy items, civilian houses, pokegym )
5. Use weather of the current location to determine what pokemon appear. (ex. If it is raining the chances of water type wild pokemon appearing increases by a certain percentage) <- uses user ip to find weather of that location

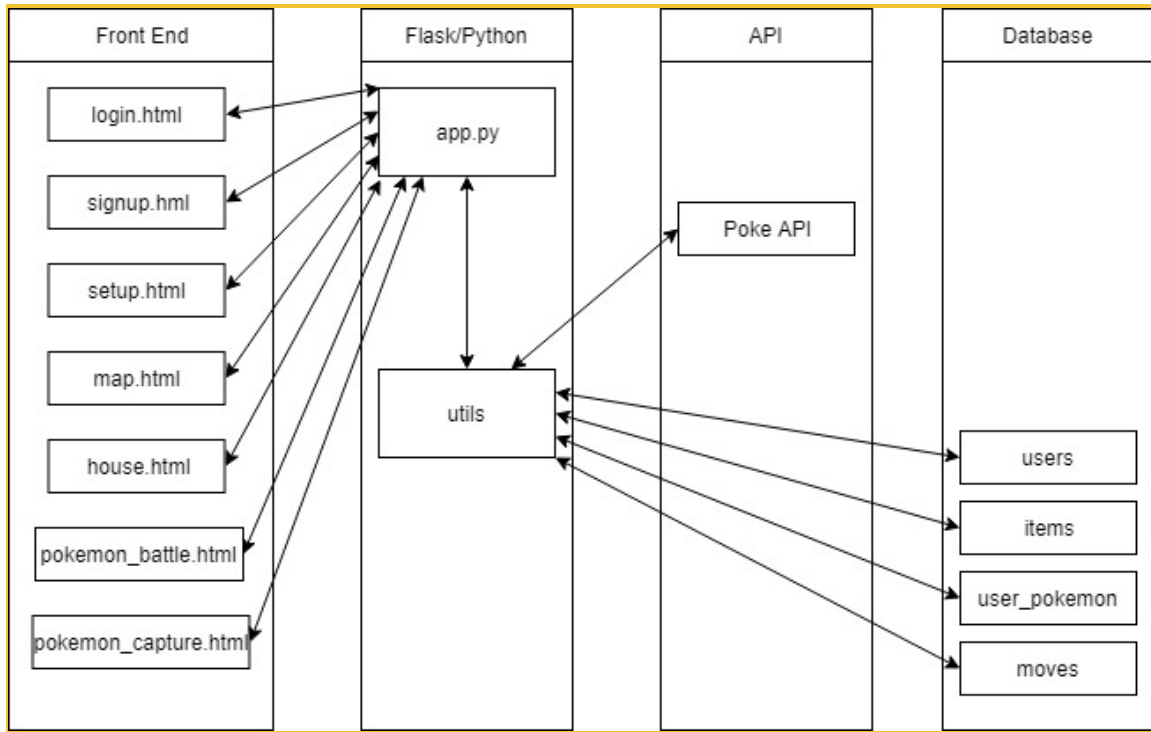
## Overview of Components:

- APIs:
  - Poke API
    - Used to find pokemon and their stats.
  - Extras:
    - IP API
      - Used in conjunction with python to find the location of the user based on the ip address of the user (only if the user has given permission)
    - Dark Sky API
      - Weather API used to retrieve data for the user depending on the user's location
- SQLite Database
  - More details on use in the database schema section
- Bootstrap
  - Front-end CSS

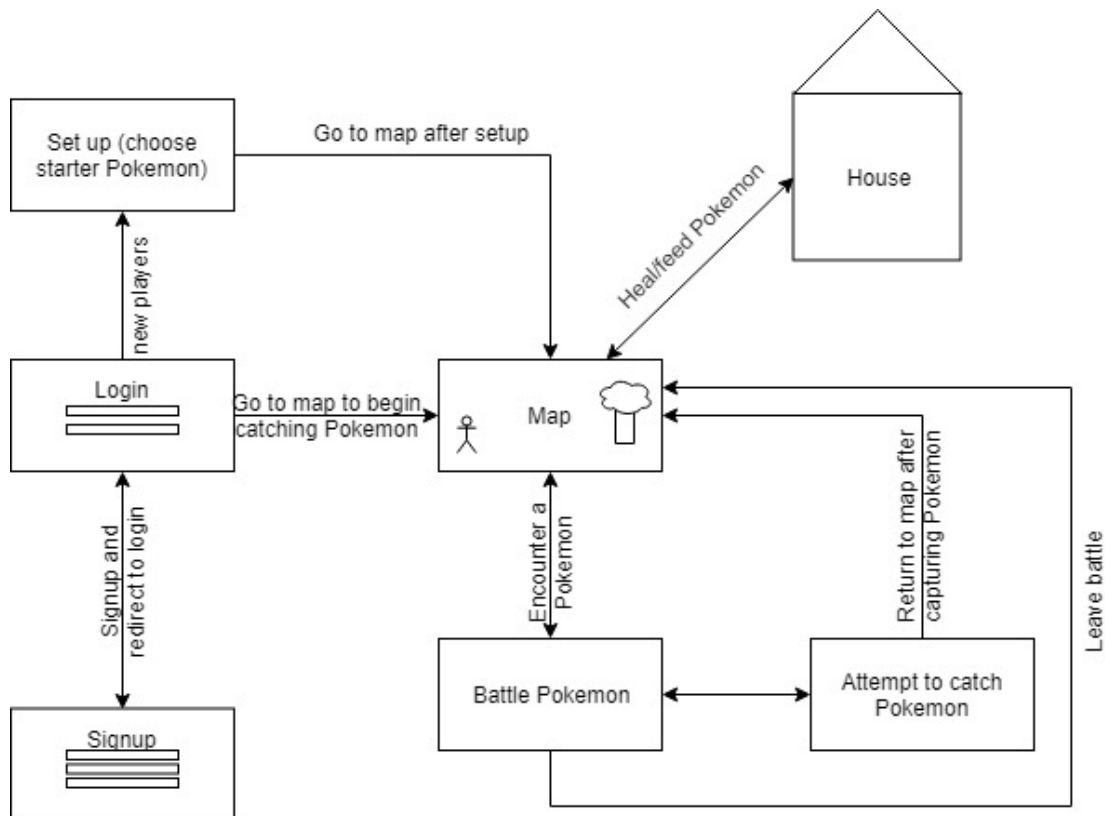
## Breakdown of Core Tasks:

Alex	Project manager; Signup/login
Jason	Pokemon trainer movement on map; encountering pokemon; database
Karen	Pokemon setup; feeding and healing
Imad	Battle Pokemon; Capture Pokemon; Item drops








## Component Map



























## Front End Site Map










## Database Schema

users			
	id	integer	
	username	string	
	password_hash	string	
	x_cor	integer	
	y_cor	integer	
 Add field			

items			
	id	integer	
	name	string	
	type	string	
	num	integer	
	quantity	integer	
	user_id	integer	
 Add field			

user_pokemons			
	id	integer	
	user_id	integer	
	name	string	
	type	string	
	max_health	integer	
	health	integer	
	move_1_id	integer	
	move_2_id	integer	
	move_3_id	integer	
	move_4_id	integer	
	exp	integer	
	next_exp	integer	
	level	integer	
	player_has	integer	
	description	integer	
 Add field			

moves			
	id	integer	
	name	string	
	uses	integer	
	max_uses	integer	
	damage	integer	
 Add field			