CL5 Group 2

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Project Step 2

After careful deliberation, group 2 has decided that we will proceed with the design and implementation of a Pokédex replica for our project. Out of our original ideas, we believe that this has the potential to best provide us with a polished product that is easy to present. The scope of the project is highly scalable, as we can begin by adding Pokémon from Generation I and continue to add Pokémon from later generations as it becomes feasible.

The purpose of this software is to create a reference where a user can go to search through Pokémon with the ability to select any one and have information on that Pokémon displayed. Information for each Pokémon would include a sprite displaying the Pokémon’s appearance, a brief description excerpt, it’s type(s), evolution(s), abilities, and base statistics (HP, attack, defense, special attack, special defense, speed). Depending on what we deem possible we could also add other features such as move lists and damage charts (based on Pokémon’s type). We would want to include other functionality to the Pokédex program itself, such as a search function, as well as a list function that a user can use to browse through all Pokémon entries. To potentially expound on these functions, we could add diversified search functions with the ability to search for and display Pokémon by name, type, generation, and include relationships and links between Pokémon in an evolution tree.

There are many programs already in existence which replicate a Pokédex, so we have a good idea of what to work toward. There are several online forums which include a Pokédex web application, such as Serebii and Bulbapedia. Apart from the forums, there are also several web applications devoted specifically to Pokédex function, such as pokedex.org. There is even a Windows 10 specific Pokédex application call Pokedex 10, which I think is likely the closest to what we will be shooting for with our application.

As we begin to plan for what our project steps will look like, we need to look at the functionality that the program will require and begin to map out methods and classes to carry this out. Immediately, we can see that the most efficient way to store and access each individual Pokémon will be as an instantiation of an overarching Pokémon class, from which it inherits its base characteristics (name, types, statistics). We will also need to examine database requirements and come to understand how to store images for the sprite of each Pokémon, as well as the class instantiations representing each individual Pokémon.

All in all, although we can start to grasp what steps will need to be taken in order to bring this project into being, we will need to progress greatly in our programming knowledge over the coming weeks in order to be able to tie all these pieces together and come up with a functional product.