CL5 Group 2

Andrew Nickerl

Charles Gaines

Anthony Dally

Jackson Phillips

Ben Letbetter

30 January 2020

**The Mission**

Wobbadex is seeking to be an interactive database that will contain information pertaining to each Pokemon of the Generation 1 era. This information will be relevant to both veteran Pokemon enthusiasts as well as newcomers to the Genre. Included with info and statistics of each Pokemon will have a matching graphic. If executed as planned, this should closely resemble the traditional Pokedex.

**Our Team**

**Andrew Nickerl**

Has a prior background in programming for the past 9 years. Before MSSA, Andrew worked as a Data Systems Administrator in the United States Marine Corps. Andrew has shown that he is passionate as an aspiring Software Developer and strives for the best results with each project.

**Anthony Dally**

Had the privilege of working in multiple career fields before finding Software Development. Main IT background was from working as a Data Systems Administrator for 3 years in the United States Marine Corps. Anthony’s biggest goal in programming is to be challenged and break barriers creatively with each project.

**Ben Letbetter**

Ben is adept in technology, boasting 12 years’ experience in the field. At the forefront, he’s had the task of serving as a Computer Technician for 5 years in the United States Marine Corps. Being a current MSSA student, Ben hopes to utilize his expertise in technology to develop products showing his proficiency and passion. Acting as the resident expert on Pokemon, Ben will be one of the main consultants as well as developers to the Wobbadex project.

**Charles Gaines**

Charles is a tried and true leader in the industry. With over 20 years’ experience acting as a supervisor in the Marine Corps, Charles hopes to find employment in technology managing and overseeing various projects as a leader and developer. During his time in the MSSA course, Charles has already displayed his knack for organization and data management.

***Jackson Phillips***

Jackson served as a supervisor for Infantry personnel in the United States Marine Corps, displaying great leadership capability as well as discipline. Hoping to extend these traits into the IT field, Jackson joined the MSSA program to learn how to build solutions that will help people in the future.

**Features**

Group 2 is looking to include multiple features in the Wobbadex feature. Each Pokemon should be able to boast multiple statistics as well as adhering types for which the reside. For those that aren’t too familiar, Pokemon is a complex Role-Playing Game in which each individual Sprite contains specific stats such as Attack, Defense, Speed, ETC… As well as being unique in function, some Pokemon are even linked into families resulting in Evolutions between levels. These families will be included in the program as well as images of each individual Pokemon in the database.

Now all of this information should be easily accessible to the user during their queries. This means an application that’s easy to use, understand and is interactive as well as Aesthetically pleasing to the user. The last thing we want as developers is a product that creates more questions for our users than the one’s it answers. This should also prevent newcomers to the series from being overwhelmed with all the subject matter for the genre as a whole.

**Implementation**

T-SQL will be the bulk of this applications task, being that the total count of Pokemon requiring databases totaling at 151. This will require many tables and primary key, foreign key relationships between each pertaining to multiple fields such as types and evolutions only stating a few. Each should also have tables displaying each individual statistic unique to that Pokemon. Although arduous this should be possible with the given material and references.

ASP.Net will be the face of Wobbadex. This means a polished application that is unique in appearance as well as it’s delivery. Although ASP.NET is a upcoming curriculum in the MSSA program, we as a group have a good idea on how the user interface will look as a whole. Functionality is the main objective with all the bells and whistles to follow.

C# is the glue that will hold SQL and ASP.Net together. This means code that is neat in class and method implementation. Development should also verify user input through try catch blocks as well as Boolean statements to prevent application crashes and query manipulation. Each object should also have the correct primitive data type pertaining to its requirement in order to prevent unnecessary data consumption and a quickly executed application.

**Goals**

Although we can do a lot with this program there are steps to consider. This being that all features are as bug free as our capabilities allow. We have a lot of data to consider therefore we will be implementing only Generation 1 from the Pokemon universe, which boasts 7 more generations and a total count of 890 individual species which is only growing more and more. If reception for the application conveys a product with a smooth user interface, functional databases and a spectacle in terms of appearance we will look to add additional features in the near future. This means more Generations of Pokemon to reference with pertaining move lists and voice narration capabilities implementation. Wobbadex will soon join the ranks of the databases it pulls inspiration from. The likes of Bulbapedia, Serebii and Pokedex 10.