**SWENG 500 – Software Engineering Studio**

**Final Report**

**Introduction**

The PokemonTool project was a complex undertaking for us. We both had no experience with mobile platform development. As such, we sought out a project that would allow us to learn and grow as computer scientists. We went to the official Android requests forums where people post requests for Android applications. One user explained the need for an application utility to assist in playing Pokemon The Card Game. Similar applications exist for other card games, but none existed for Pokemon. We decided that this project had just enough complexity for us as amateur application developers.

**Plan**

Our plan was to create the exact user interface the person in the forum requested. In addition to that, we researched the Pokemon game to discover other features and functionalities to bring to the user interface. The requester had omitted one Pokemon status. We also decided to implement a bench for all Pokemon not currently on the field.

At the same time, we needed to make sure our complexity was enough. With discussion with Dr. Barb, we decided to integrate a database connection with our application. Statistic regarding how many times a status is selected were going to be recorded.

The plan was then set in place. With just the two of us, we felt that this application would be a reasonable challenge for the course period.

**Execution**