

Project Statement

Motivation

Our idea is Pokémon Battle Sim (name in progress and might be changed) and we are motivated to do this project because it is something we are personally invested in. Oskar and Viannys love Pokémon since we were children, and we just think it would be super fun and cool to make a database related game that ties in with it.

Application Design

We do plan on having some front-end application to show off how we are using our data. The front-end application is what will show each query working so it will be very important for our project. We plan on have multiple screens and each one will have something to do with a collection.

Technology Selection

To manage our data we will be using MongoDB this is because we have used it in class for the last lab. We also think the document data organization works well with how we want to store Pokémon, trainers and other things.

Collaboration Plan

The team will consist of Oskar Sierzega and Viannys Colon. Our first step will be importing the Pokémon dataset, so we have all that data in our MongoDB cluster. This will be something we work closely together. After that we will we will working writing the queries in JavaScript. We plan on splitting these up evenly.

- Creating trainer
- Updating trainer team
- Creating Battle
- Updating Battle
- Selecting all Completed Battles
- Selecting in progress

- Search query (we aren't sure yet, but it will have some type of filtering)

We need to finish our backend before we start working on our front end. The front end will have multiple screens so again we will be able to split those up evenly without too much overlap.

Support Needs

If we run into any speed bumps during our MongoDB development that is the area we might need help on. Maybe if we have trouble with the more complex queries in MongoDB since we haven't working it for too long. However, we are hopeful we won't be needing any help.