

Pokemon: East Bay

Software Requirements

1. Introduction

- 1.1. Purpose: Pokemon East Bay will be a massive multiplayer role playing game based on the original Pokemon series but with a twist on the battle system.
- 1.2. Scope: Players will be able to travel, catch and trade a wide variety of Pokemon, and battle with other trainers and players. Within the means of the project, functionalities to be implemented are:
 - 1.2.1. Pokemon for the player to catch
 - 1.2.2. Non-player Characters for the player to battle against
 - 1.2.3. A store where the player can purchase items
 - 1.2.4. A starting town where the user begins their journey
- 1.3. Definitions, acronyms
 - 1.3.1. Pokemon: Monster creatures that can be fought or captured
 - 1.3.2. Pokedex: A device displaying the player's caught or seen Pokemon
 - 1.3.3. Pokemon Battle: An in-game duel between the player and either another player or a non-player character where their respective Pokemon fight
 - 1.3.4. Gym Leader: An in-game boss figure that can be challenged
 - 1.3.5. Non-Player Character (NPC): Any character found in-game that is not being controlled by a player

2. Specific Requirements

2.1. User Requirements

2.1.1. The user will have access to a login page including the following:

- 2.1.1.1. A field to enter the player's username or email
- 2.1.1.2. A field to enter the player's password
- 2.1.1.3. An option for players to be able to recover either their username or password if forgotten
- 2.1.1.4. An option for the user to register through the software as a new player

2.1.2. Players will have access to an in-game store that will provide them with:

- 2.1.2.1. The option to purchase in-game items
- 2.1.2.2. The option to sell in-game items

2.1.3. Players will have access to an in-game menu that contains:

- 2.1.3.1. Option to view player's Pokemon team
 - 2.1.3.1.1. The player has the ability to rearrange the order of their Pokemon team.
- 2.1.3.2. Option to view player's Pokedex
 - 2.1.3.2.1. All of the Pokemon owned by the player
 - 2.1.3.2.2. All of the Pokemon seen by the player
 - 2.1.3.2.3. All of the Pokemon not seen by the player
- 2.1.3.3. Option to view player's profile which includes:
 - 2.1.3.3.1. A section displaying the badges the user has earned
 - 2.1.3.3.2. A section displaying total time played
 - 2.1.3.3.3. A section displaying the total amount of Pokemon captured