

- 2.1.3.4. View player's items bag
- 2.1.3.5. Save progress option
- 2.1.3.6. Quit game option

2.1.4. The ability to initiate Pokemon battles

- 2.1.4.1. Pokemon battles can be initiated by either running in grassy areas, running into dedicated battle NPCs, or challenging a gym leader
- 2.1.4.2. During Pokemon battles, player have the options to:
 - 2.1.4.2.1. Fight the Pokemon
 - 2.1.4.2.2. Access their bag for items
 - 2.1.4.2.3. Switch Pokemon
 - 2.1.4.2.4. Run from the fight
- 2.1.4.3. Battles will consist of rounds which consist of the following phases
 - 2.1.4.3.1. Each round one participant will be the attacker and other other the defender
 - 2.1.4.3.2. The attacker picks a move for their pokemon to perform. The defender also picks a move for their pokemon to perform.
 - 2.1.4.3.3. The outcome of the chosen moves is resolved.
 - 2.1.4.3.4. Attacker and Defender swap roles.

2.1.5. Client will have Player vs Player battles

2.1.6. The game will have at least have 20 available Pokemon

2.2. System Architecture

- 2.2.1. Player module
- 2.2.2. Client module
- 2.2.3. Server module
- 2.2.4. Pokemon Collection module

2.3. System Requirements

- 2.3.1. The system will use a service that handles large volumes of player actions.
- 2.3.2. The system will have database for the video game saved data
- 2.3.3. The system will have a server to handle chat and Application User Interface(API) functions
- 2.3.4. The system be written with the Java programming language, run on the Java Virtual Machine, and make use of the JavaFX library

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