

Project Pokédex Domain Terminology

Pokémon: Any of the monster characters featured in Pokémon video games and related media. A Pokémon has a name, one or two types, and, in the video game series (our target), statistics in different abilities related to fighting, special abilities, and a collection of up to four different moves that can be used in battles with other Pokémon. Pokémon typically resemble animals, like Squirtle (a turtle), but do not have to, like Magnemite (literally a magnet).

Type: A type is a method of categorizing Pokémon species and moves. Types represent elements, concepts, and mythology. Examples of Pokémon types include Grass, Electric, Fire, Dragon, Psychic, and Fairy. A Pokémon may have up to two types but must at least have one. Pokémon moves can have one or no types.

Pokédex: The living encyclopedia. The Pokédex is a device that records data and information on Pokémon automatically after being caught. The Pokédex can store Pokémon descriptions, heights, weights, locations, and alternate forms (gendered forms, forms based on location). Pokémon trainers, people who catch and raise Pokémon for battle, typically carry a Pokédex with them. Project Pokédex seeks to expand the functionality of the Pokédex present within the core series games by adding more and better search, sorting, and filtering options, as well as displaying useful information not in the core series Pokédex.

Seen: A Pokémon is said to be seen in the Pokédex if the owner of the Pokédex has encountered it in a battle at least once. In the core series games, seen Pokémon are displayed with minimal information, usually an image and the location(s) where the Pokémon can be found.

Caught: A Pokémon is said to be caught in the Pokédex if the owner of the Pokédex has captured the species and added it to their team at least once. In the core series games, caught Pokémon in the Pokédex are displayed with their full information.

Exclusivity: In the Pokémon core series video games, some Pokémon may only be caught in certain versions of the game. Our targets are the Pokémon FireRed and LeafGreen versions. The story and map are the same in both versions, but some Pokémon may be unable to be caught in certain versions and must be traded to be obtained in that version. For example, Scyther and Growlithe can only be caught in Pokémon FireRed Version, whereas Sandshrew and Vulpix can only be caught in Pokémon LeafGreen version.

Move: A Pokémon is capable of learning maneuvers and abilities that can be used in battle or elsewhere. A Pokémon can learn moves by gaining experience, which is represented in-game as its level, by using items that give the Pokémon the ability to perform the move, or from the Pokémon's parents. As of 4/18/2019, Project Pokédex only stores information on moves learned by experience, as it's the most common method of learning new moves.

Evolution: When a Pokémon satisfies certain criteria, it can evolve, causing drastic changes in the form and abilities of the Pokémon. Most Pokémon evolve by gaining experience and reaching a certain level, whereas some evolve by being exposed to powerful elemental stones. Some especially rare evolutions can only occur by trading the Pokémon to another trainer. A Pokémon can have 0 or more different evolution possibilities, and 0 or more Pokémon that it can evolve from. A Pokémon with 0 post-

evolutions is at its final form, and a Pokémon with 0 pre-evolutions is at its first form. The Pokémon Trading Card Game uses Basic to represent a Pokémon with no pre-evolutions, and Stages to represent the number of times the Pokémon must evolve.