



UNIVERSITÀ DI PISA

Computer Engineering, Artificial Intelligence and Data Engineering
Large-Scale and Multi-Structured Database

PokèMongo

User Manual

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1 — User Manual

1.1 Normal User Manual

1.1.1 Login and Registration

After the application is launched will be shown the **login page**, which is common between *Normal Users* and *Admins*.

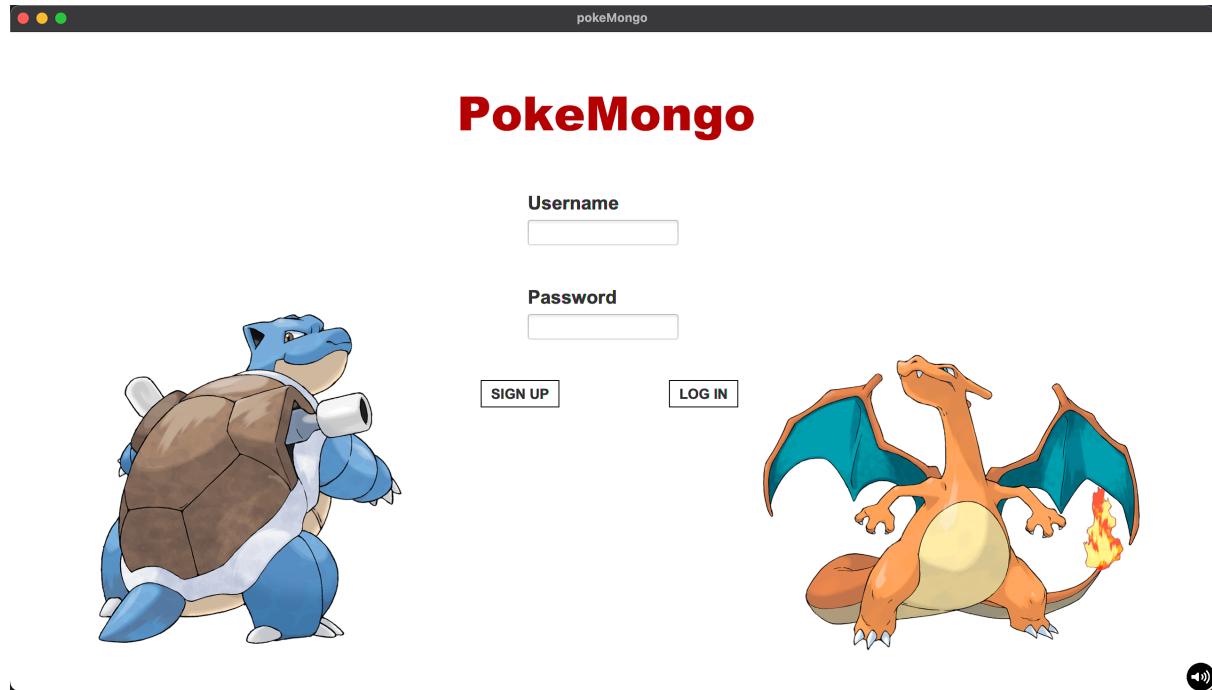


Figure 1: Login Page

The **User** must fill the textfields and press the **LOG IN button** in order to log in to the application or he can sign up to the service by pressing the **SIGN UP button**, compiling the registration form and then, pressing the **SUBMIT button**. If there are no errors, red popups won't be displayed. The **User** can turn back to the Login page by pressing the **BACK button**.

Figure 2: Registration Page

The registration can only be made by *Normal Users*, the *Admins* credentials will be given to the client company. After the login the following page will be displayed, in case of an *Normal User*.

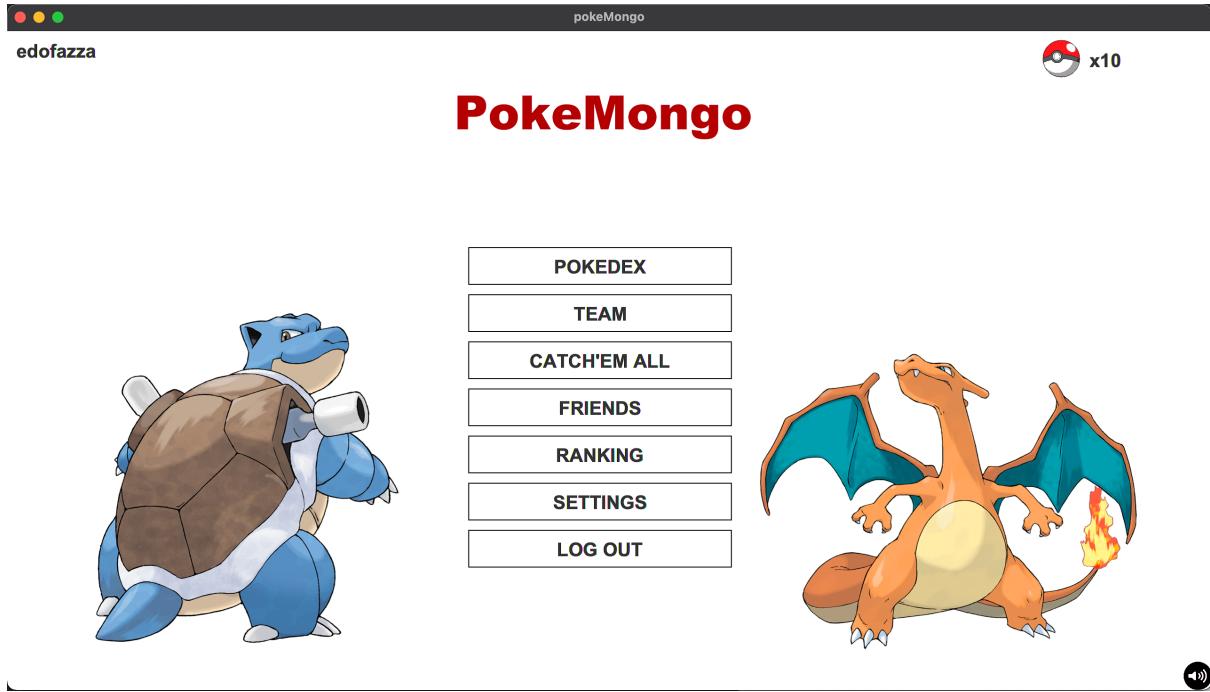


Figure 3: Normal User HomePage

We can notice that in the top-left corner is visible the *username* whereas in the top-right corner the number of *dailypokeball*. These items will be always visible when a user is logged to the application. On the bottom-right corner there is the **MUSIC button** which, if pressed, will stop the music played at the launch of the application.

1.1.2 Pokedex

The *Pokedex* will help the **User** to discover new **Pokemons** and to know more about them.

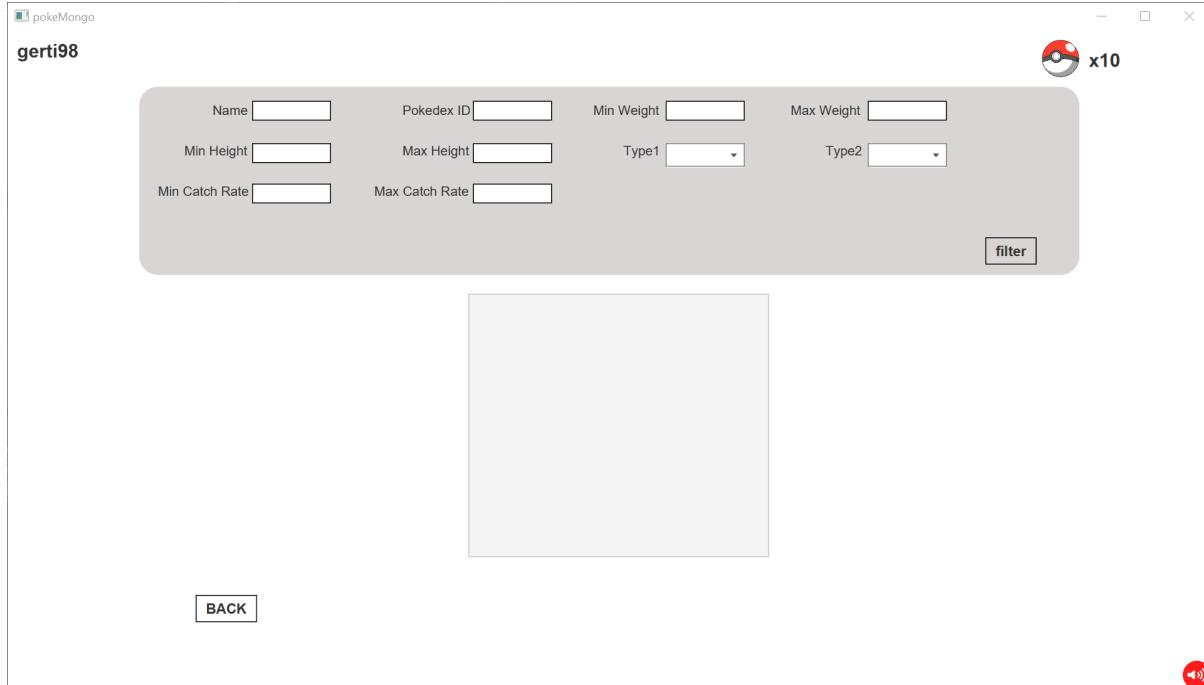


Figure 4: Pokedex Page

The **User** can set as many parameters as he want for searching but at least one should be set. After setting some filters the **User** must click the **FILTER** button in order to get the search results. In the following image there is an example of the of the *Pokedex* page.

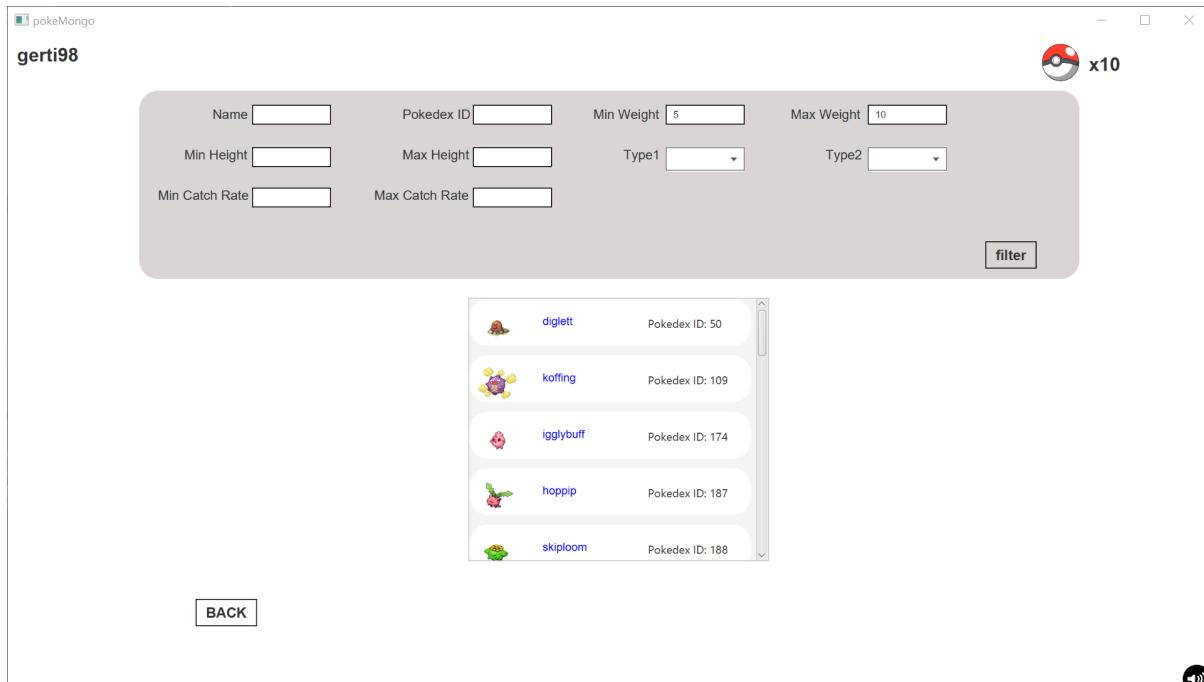


Figure 5: Pokedex Page after filtering

Notice that if there is no internet connection, no image will be loaded, but the

application will still work. The **BACK** button will redirect again to the *Normal User Homepage*. If the **User clicks** on the name of the **Pokemon**, a popup will be shown.

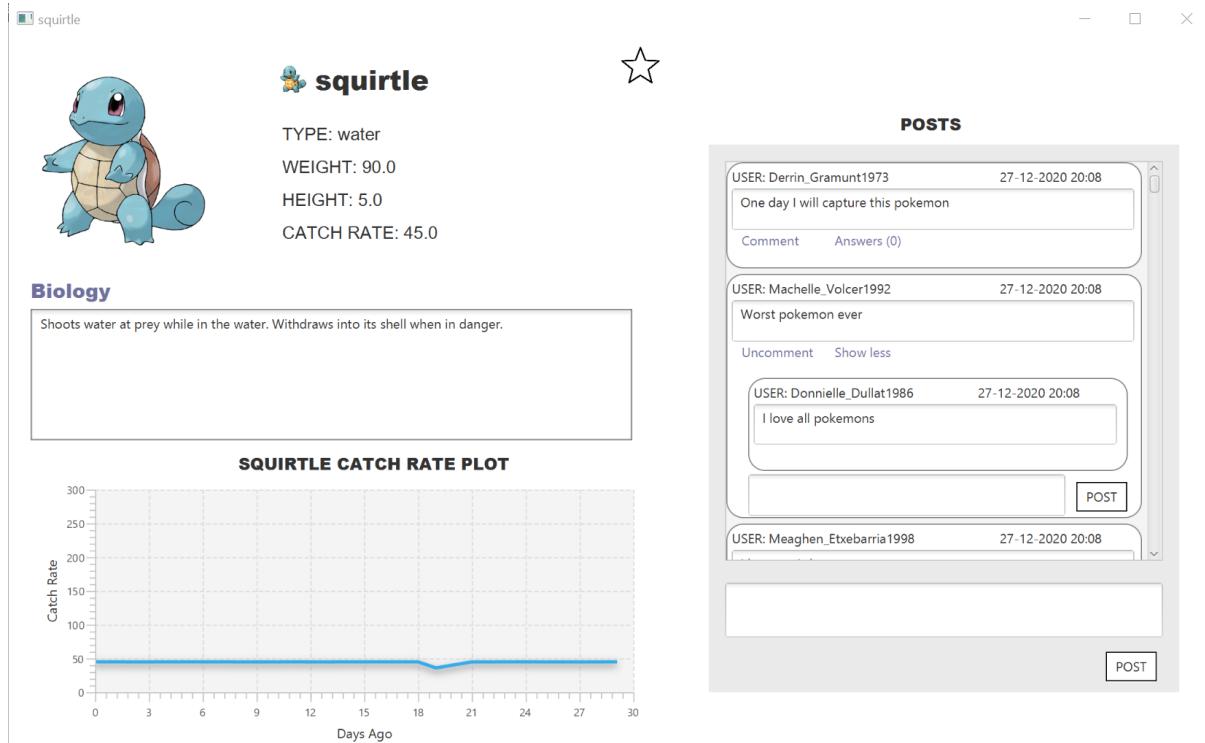


Figure 6: Pokemon Info's Window

In the popup all the information regarding a single **Pokemon** will be displayed. At the left bottom corner there is a plot in which it's displayed the evolution of the catch rate of selected **Pokemon** in the last thirty days. The **STAR** button is a special button, if the **User** clicks on it that **Pokemon** will be added to the favourite ones. By clicking on the button the star will turn yellow. To remove the **Pokemon** from favourites the **User** must click on it another time. Then, the star will turn than white again. On the right there is the *Post Section* where the **User** can write a **Post** about the **Pokemon** viewed or reply to other **Posts**. If the **User** is the creator of a **Post** he can delete it by just clicking on the red **DELETE writing** inside the **Post** or the **Reply**.

1.1.3 Team

The *Team page* lets the **User** handle his personal **Team**. There will be displaye the **captured Pokemons**.

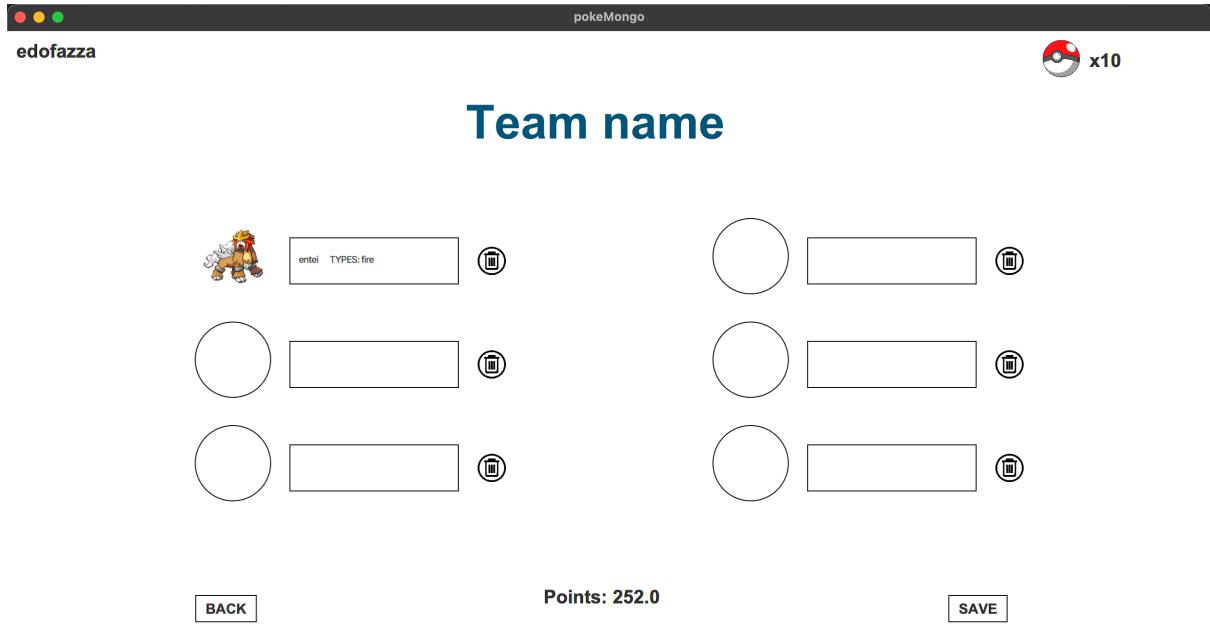


Figure 7: Team Page

The **TRASH** button near the *slot* can eliminate the **Pokemon** from the **Team** (don't worry! The User won't kill it, he'll just free it). The *Team name* is displayed at the top and it is editable. At the bottom are shown the *team points*. Any changes in the **Team** must be saved to completely store them in a persistent way, to do so the **User** must *press* the **SAVE** button.

1.1.4 Catch'em All

In the *Catch'em All Page* the **User** can capture other **Pokemons**. In order to do so the **User** must type the *Pokemon name* or *click* on one field of the favourite table on the right in order to copy quickly the name of a favourite one. Then, he must choose a *slot* to capture the **Pokemon**, where this *slot* must be free, and, at the end, he must *click* the **TRY TO CATCH** button in order to make the capture attempt, which success will depend on the odd (the capture rate percentage) of the **Pokemon**. The result of the attempt will be shown below. The **User** has a limited number of *pokeballs* (for instance, 10 pokeballs per day), which represent the number of possible attempts to capture a Pokemon. If no pokeballs are left the **User** can't perform the capture attempt.

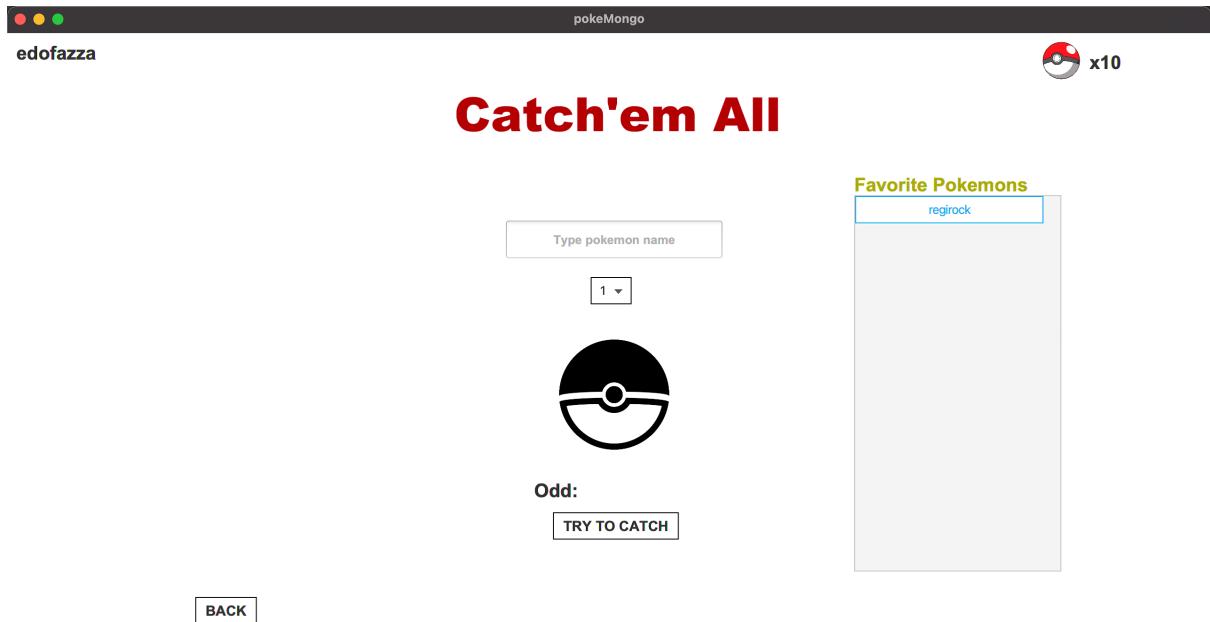


Figure 8: Catch'em All Page

1.1.5 Friends

In the *Friends Page* are shown information about the friends, people who the **User** follows, of a **User**.

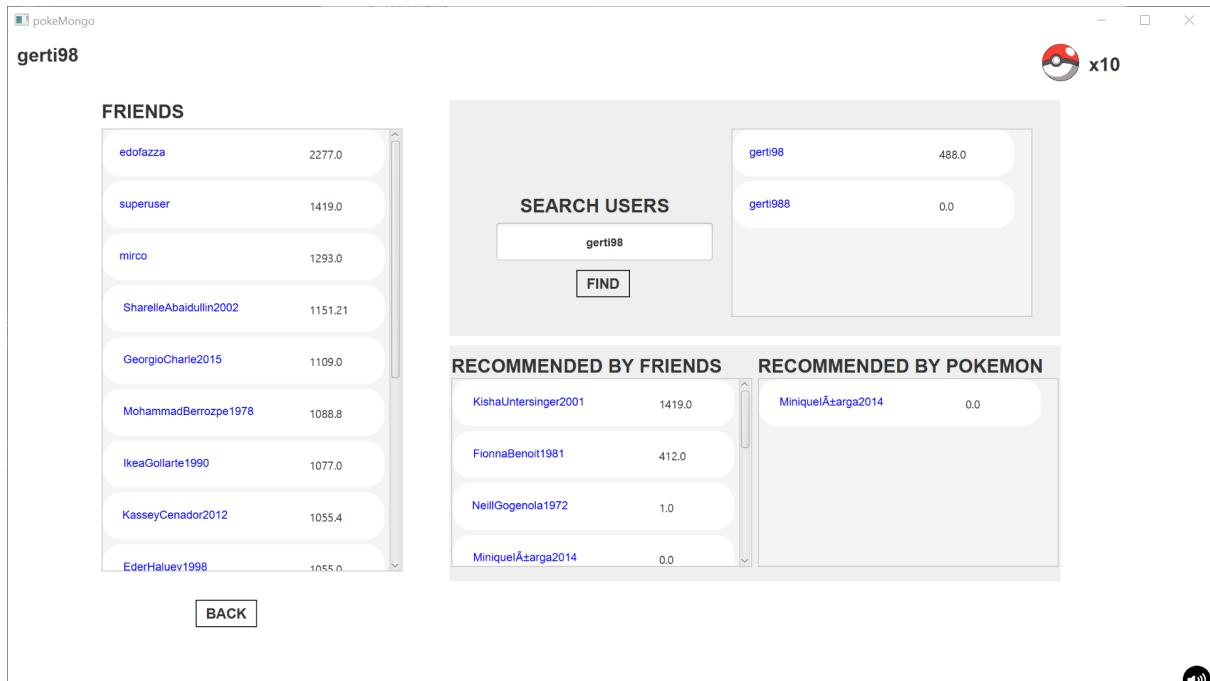


Figure 9: Friends Page

In the left pane is displayed the friends list of the **User**, in the top-right pane is possible to search a particular **User** by *username*, whereas, in the bottom-left panes, are shown some suggested **Users** to follow based on the people followed or the pokémon liked by the **User**. By

clicking on a *username* will be shown another popup. In the following image it is showed:

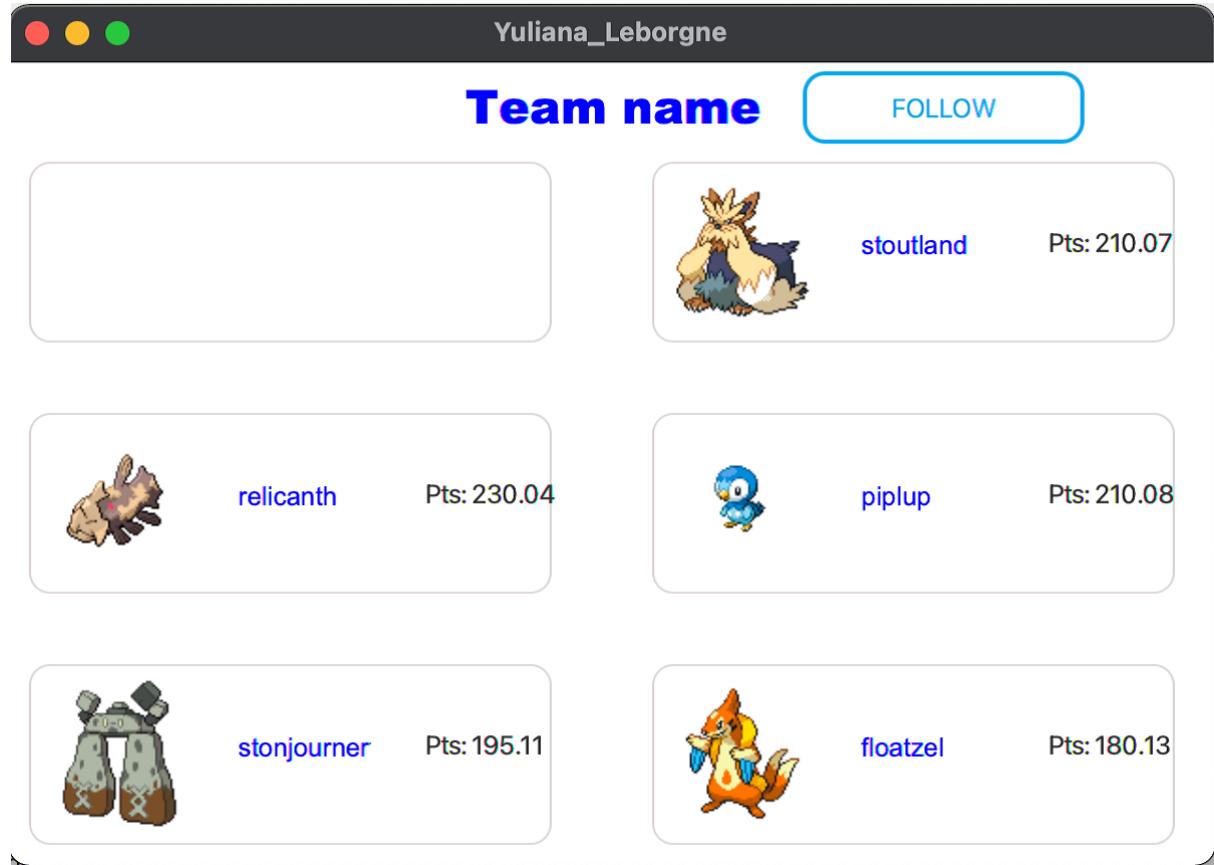


Figure 10: User Team Popup

In which the **Team** composition and the *team name* of a particular **User** is displayed. By pressing the **FOLLOW button**, at the top right corner, that particular **User** is added to the friends list and the button will turn into an **UNFOLLOW button**, which, of course, will permit to delete a **User** from the friends list.

1.1.6 Ranking

In this page are displayed different types of ranking: the *Most Used Pokemon* and the *Best Teams*, which can be filtered by *Country*, and the *Best Teams among friends*. In the following image is shown how this page is displayed in the application:

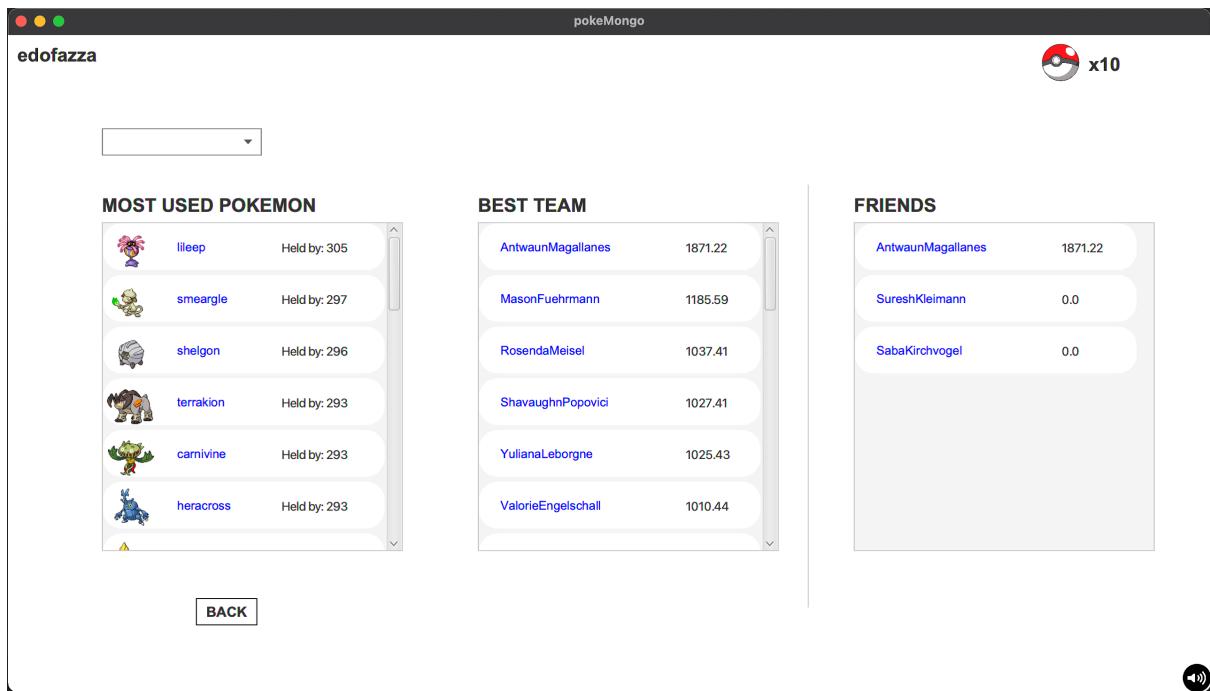


Figure 11: Ranking Page

By *clicking* on the top-left combobox is possible to perform the *Country* filtering of the Rankings (the friends one won't be affected).

1.1.7 Settings

In this page is possible to modify some **User** registration information like the *email*, the *password* and the *country*.

New Email <input type="text"/>	Confirm Email <input type="text"/>
Old Password* <input type="text"/>	New Password <input type="text"/>
Confirm Password <input type="text"/>	Country <input type="button" value="▼"/>

Figure 12: Settings Page

1.2 Admin Manual

1.2.1 Admin Homepage

After the login of the **Admin** the following homepage will be shown.

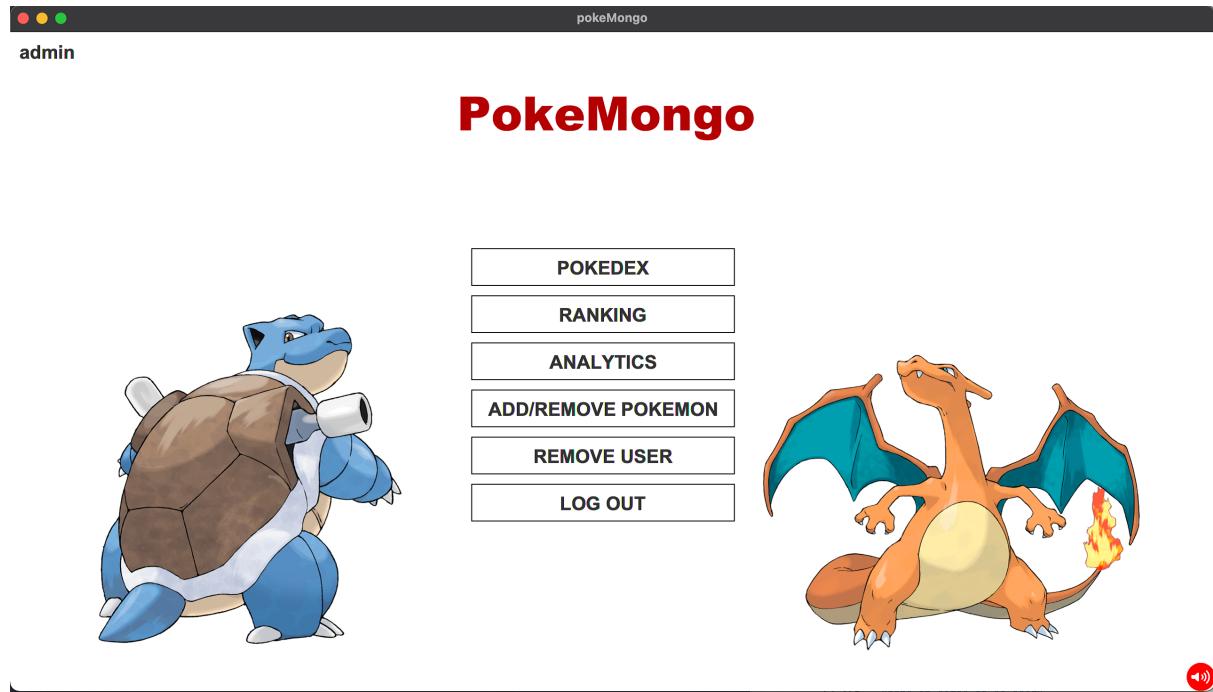


Figure 13: Admin Homepage

Notice that the *Pokedex page* and the *Ranking page* are the same as the Normal User, with some slightly differences. Furthermore, the number of *daily pokeballs* is not present, due to the fact that the admin could not play the catch'em all game, because it would be unfair (the Admin can ban Users or delete Pokemons).

1.2.2 Differences with Normal User

By opening the *Team Information Popup* the admin has the possibility to delete some **Posts** or **Replies** as shown in the following figure, in which are presents some **DELETE** labels in each **Post** or **Reply**.

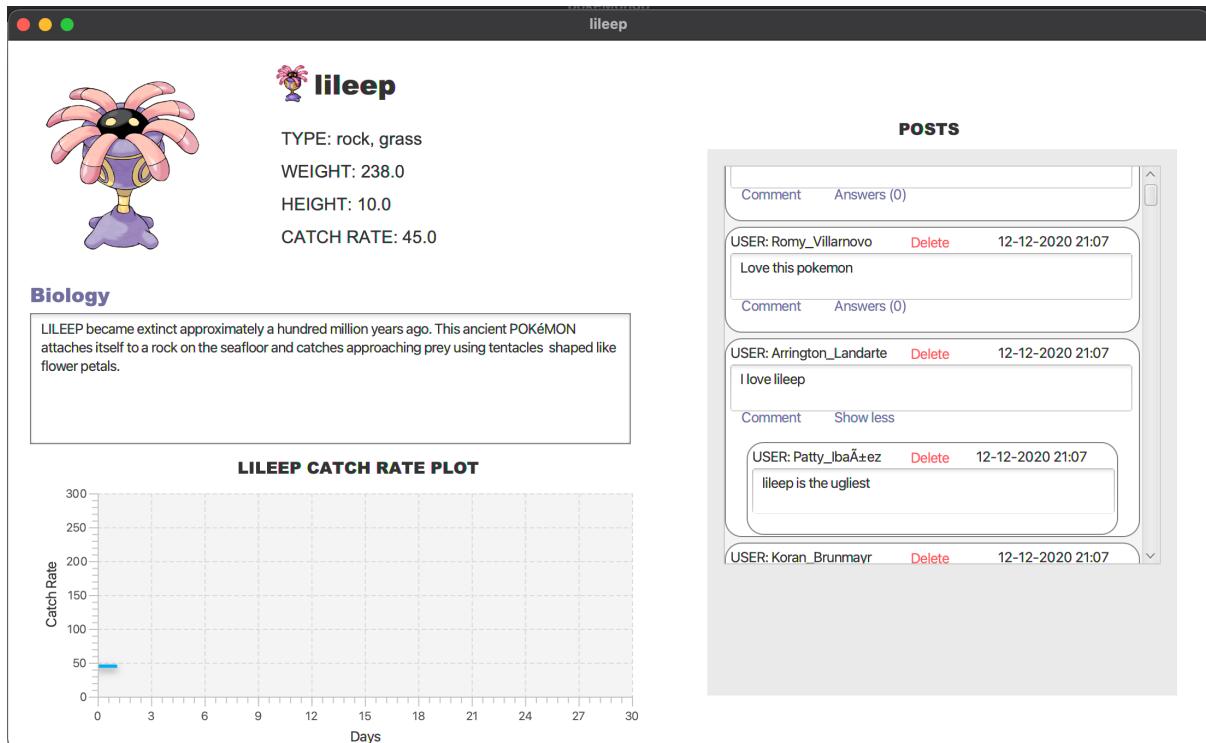


Figure 14: Admin Pokemon Popup

Moreover, in the *Ranking page*, there is no ranking among friends because the admin can not have friends (FOLLOWING) or be friend (FOLLOWER) of someone.

1.2.3 Analytics

In the following page the **Admin** can have some insights about the usage statistics of the application. In fact, in the top-left plot, there is plotted the number of total **User** in the last 30 days. On the bottom-left there is another plot with the number of daily logins in the last 30 days. On the right there is a similar plot, which can be filtered by *Country* through the apposite combobox.

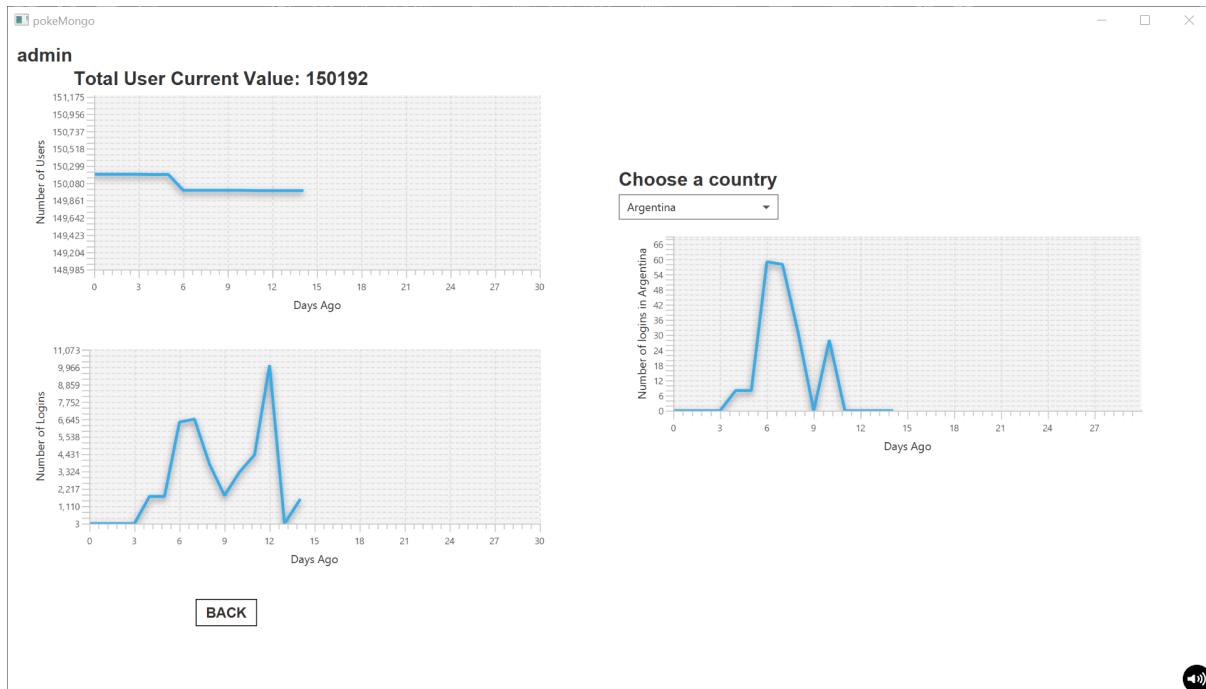


Figure 15: Analytics Page

1.2.4 Add/Remove Pokemon

In this page, by clicking on one of the radio buttons on the top, is possible to delete or add a **Pokemon** in the system in order to update the application if there are some new **Pokemons** released by GameFreak or just some fan-made ones. In order to add a **Pokemon**, after selecting the **radio button ADD POKEMON**, the **Admin** must compile every field of the form, by adding even the urls of the images that will be shown. Then, he must *click* the **ADD** button and a green popup will be shown if the procedures have been made correctly.

The figure shows the 'Add Pokemon' page. At the top, there are two radio buttons: 'Add Pokemon' (selected) and 'Remove Pokemon'. The page contains two columns of form fields. The left column includes 'Pokedex ID' (input field), 'Weight' (input field), 'Type1' (dropdown), 'Catch Rate' (input field), and 'Portrait URL' (input field). The right column includes 'Pokemon Name' (input field), 'Height' (input field), 'Type2' (dropdown), 'Biology' (input field), and 'Sprite URL' (input field). A large 'ADD' button is located at the bottom right. A 'BACK' button is at the bottom left, and a speaker icon is at the bottom right.

Figure 16: Add Pokemon Page

For removing a **Pokemon** is enough to write down the *pokemon name* and *click the REMOVE button*, a green popup will be showed in order to confirm the deletion.

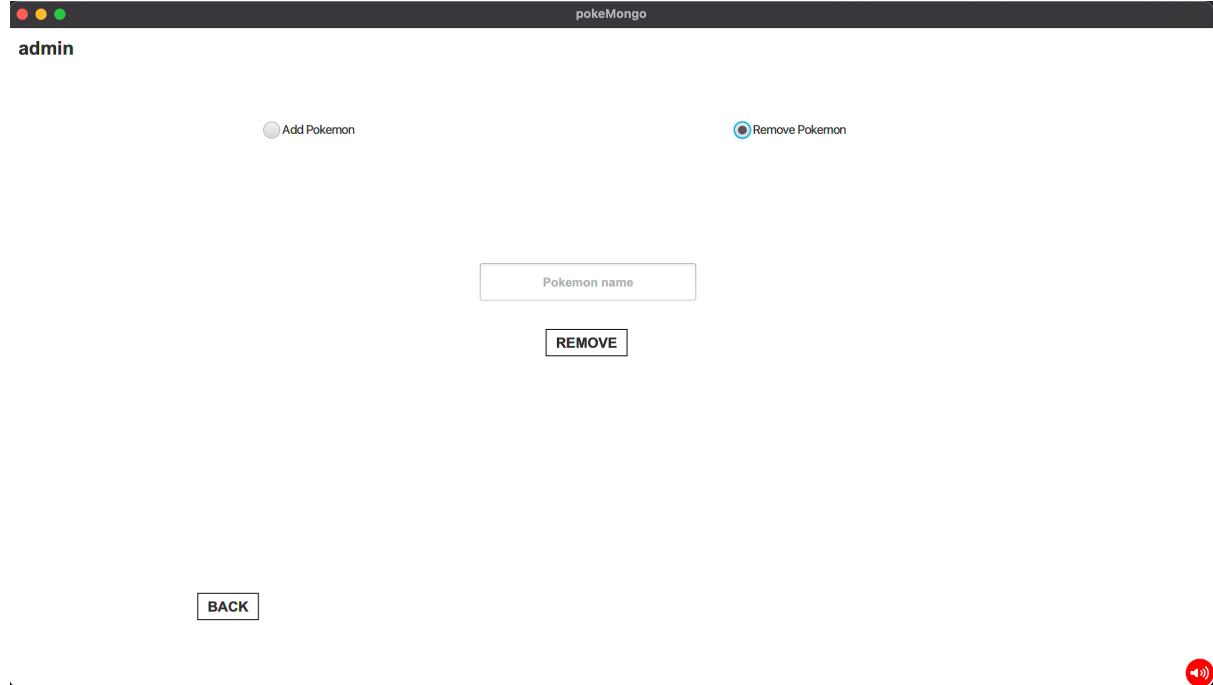


Figure 17: Remove Pokemon Page

1.2.5 Remove Users

An **Admin** can decide to ban a mischievous **User**. In order to do so, there is the *Delete User Page* in which, by just typing the *username* of that particular **User** and pressing the **REMOVE button**, the **User** will be removed from the system. If a green popup will be displayed, it will mean that the **User** deletion operation has been completed successfully.

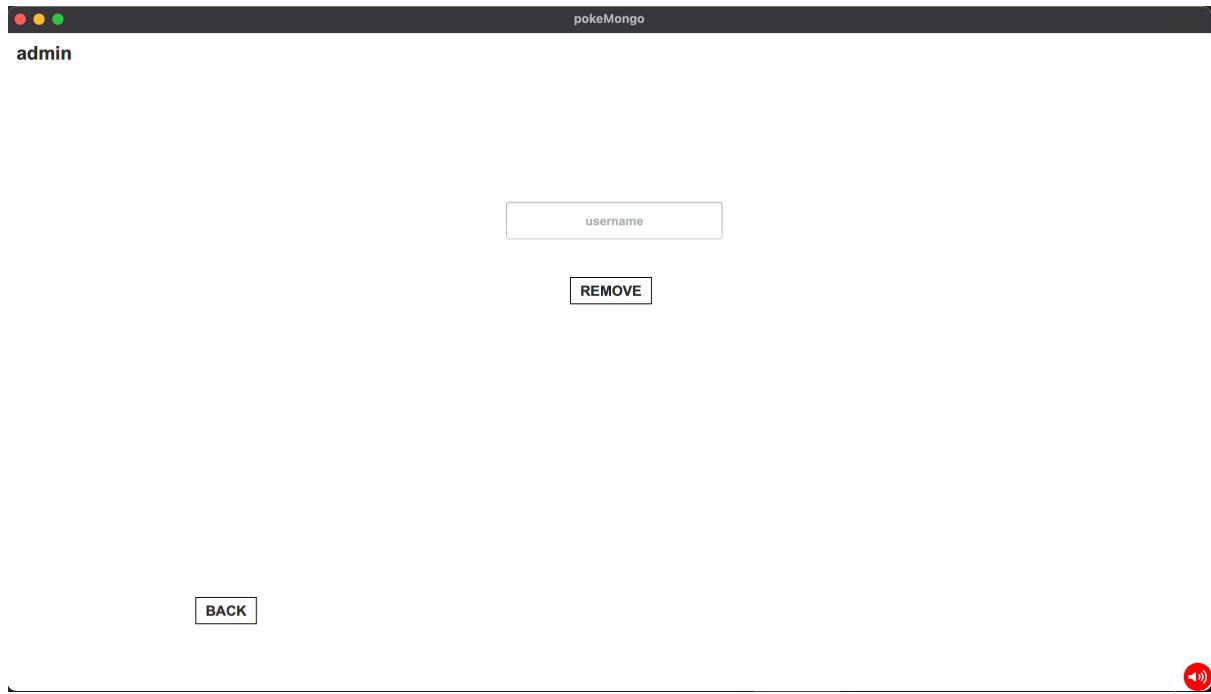


Figure 18: Delete User Page