

Pokedex Design Document

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1. The Original 151

2. Pokemon, Trainers, Core (Homepage), Teams

3. **Pokemon**: Has a search bar for user. Contains a table of all 151 original pokemon.

Each row has an id, a pokemon name, and a link to the pokemon's individual html page.

Each individual html page contains a list of the pokemon's types and stats.

Trainers: List of trainers, their preferred type, their gym badge

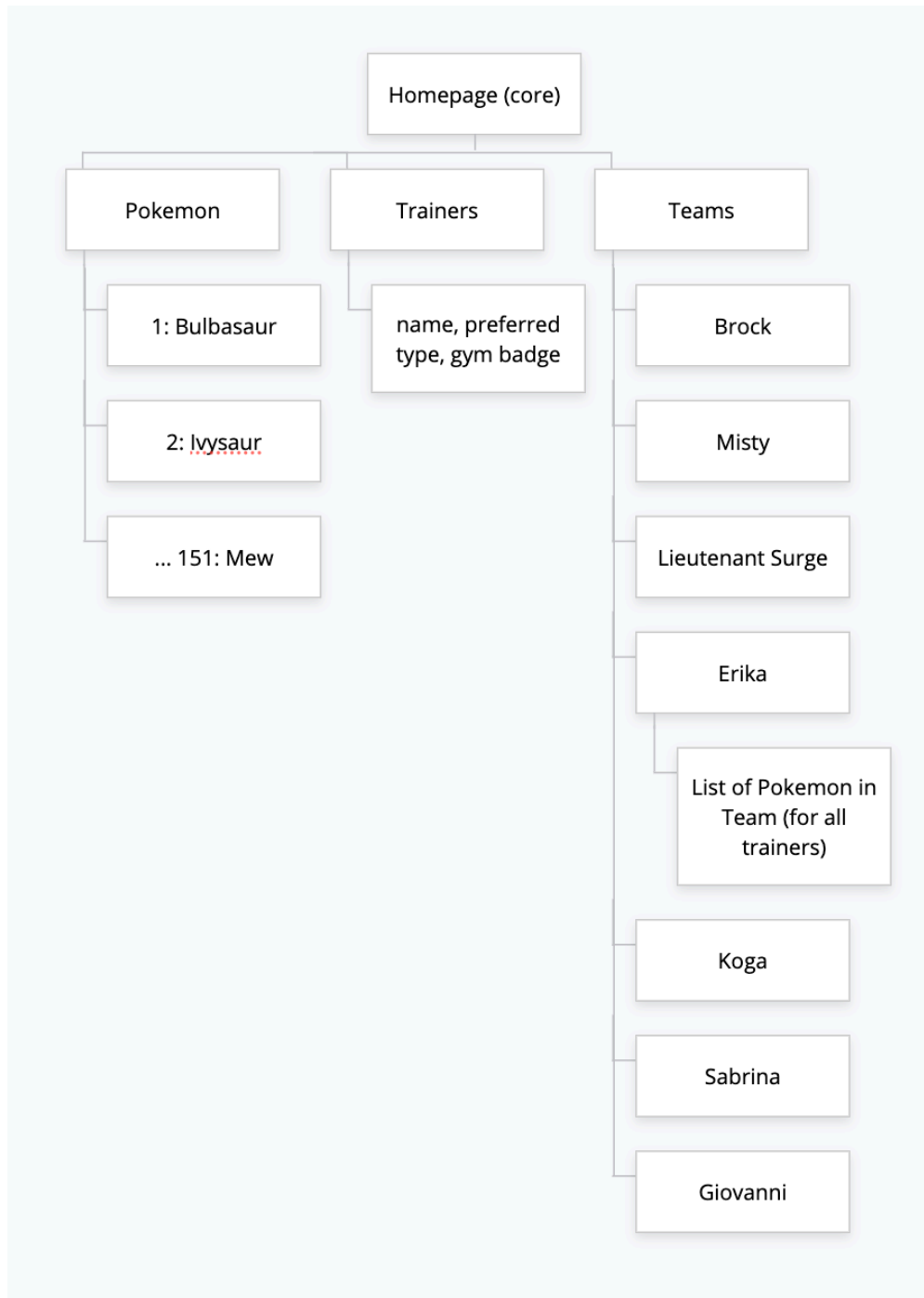
Core: Homepage, links to other apps

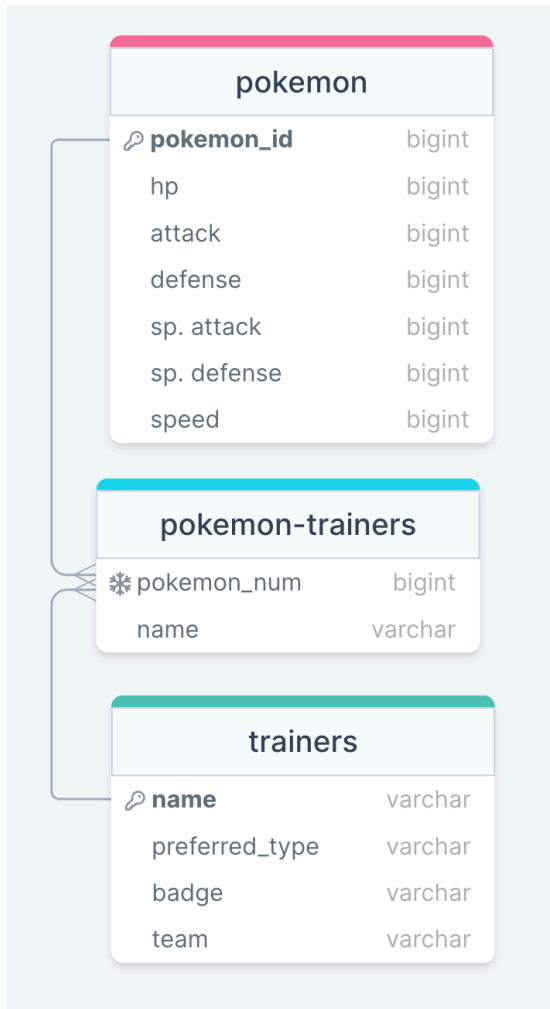
Teams: Lists all the trainers. User can click on each trainer's name and view an image of the trainer as well as the list of pokemon on their team.

4. Pokemon and trainers work in partnerships. This is a many to many relationship.

Several pokemon can be in one battle, max 4 trainers per battle. These are both many to many relationships. We will have a table in the database called types, with all the types of the pokemon. This connects to the Pokemon table in many to many relationships.

5.





6.

7. Set up boilerplate stuff, set up django (views, urls), Find APIs, import data about trainers and pokemon, code html and css for the front-end design, JS for user interactions, maintain devlog, create databases on Postgres and establish the relationships (many to many, FKs, PKs, etc). Our group members worked together on each step of this.

8. API USED: <https://pokeapi.co/api/v2/pokemon?limit=151>

