

# Registration

username

password

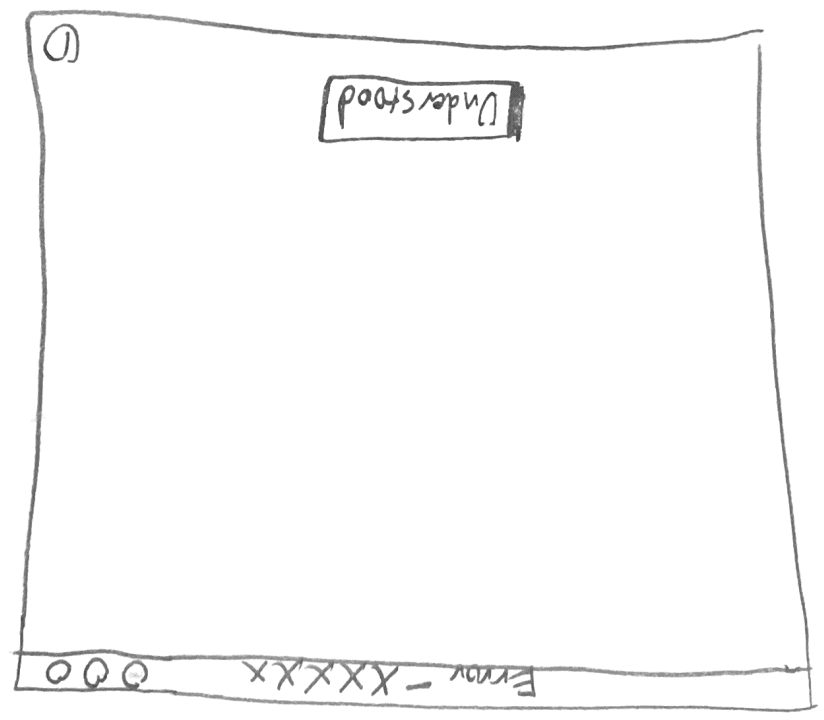
password confirmation

email

email confirmation

Submit

Generic Error  
in Creating  
Account or  
Logging In



① a javascript  
popup box

Login

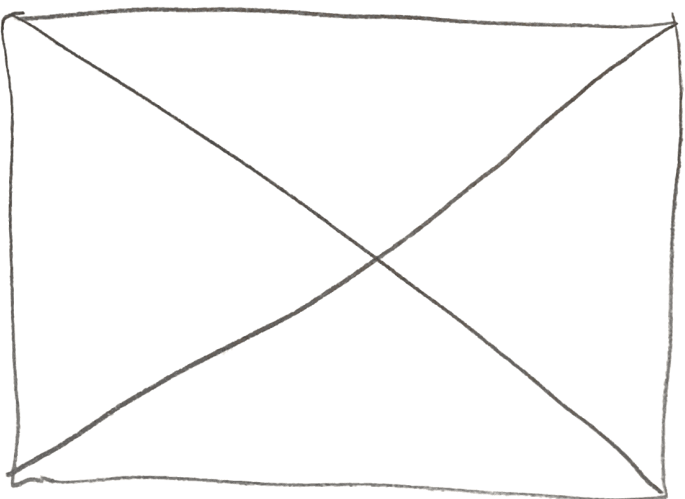
Username or Email

Password

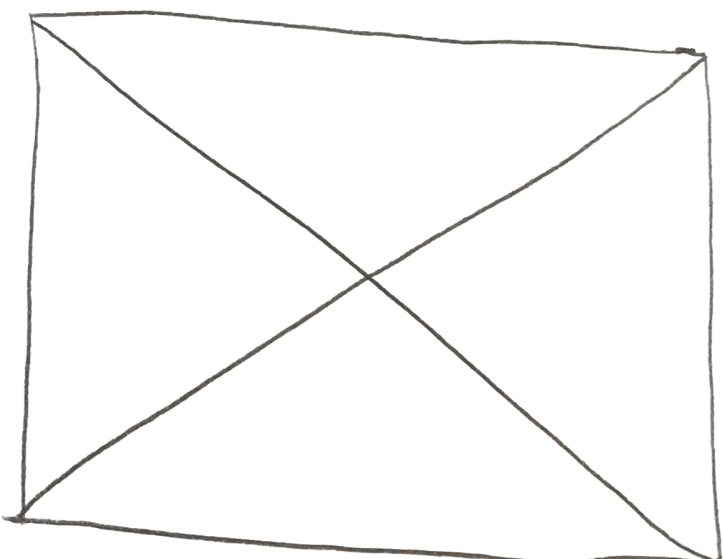
[Register](#) [Have](#)

Login

# Character Creation



○

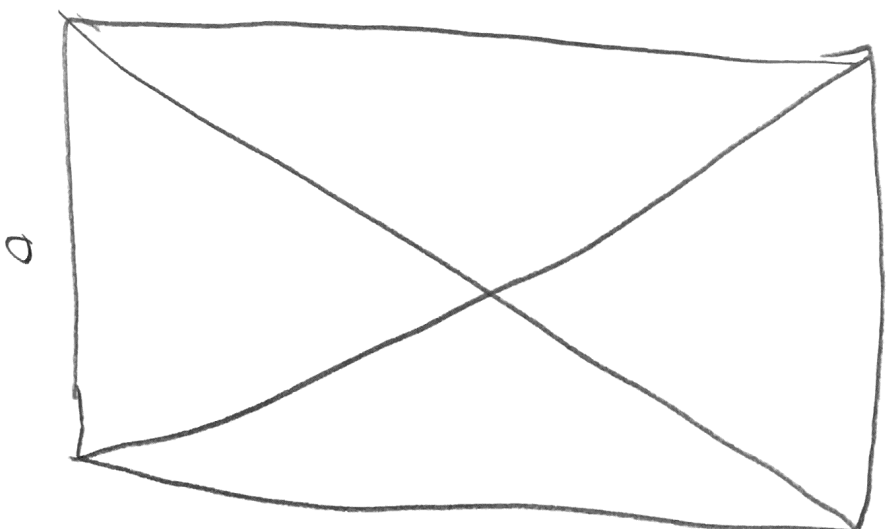
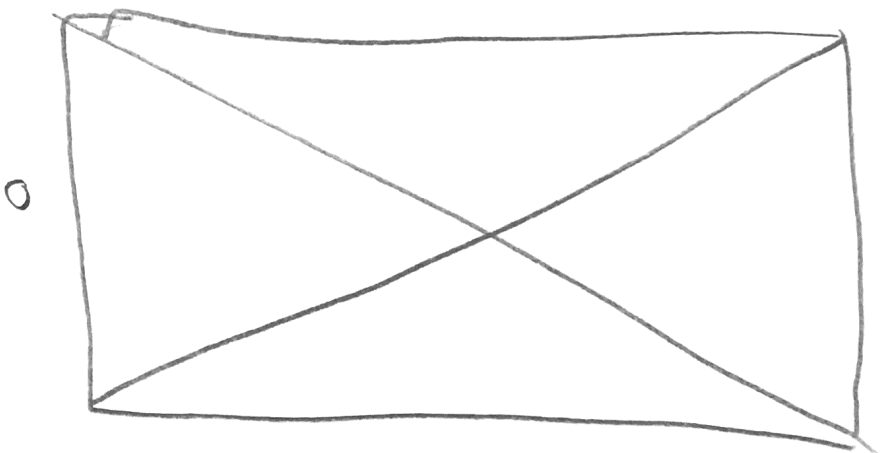
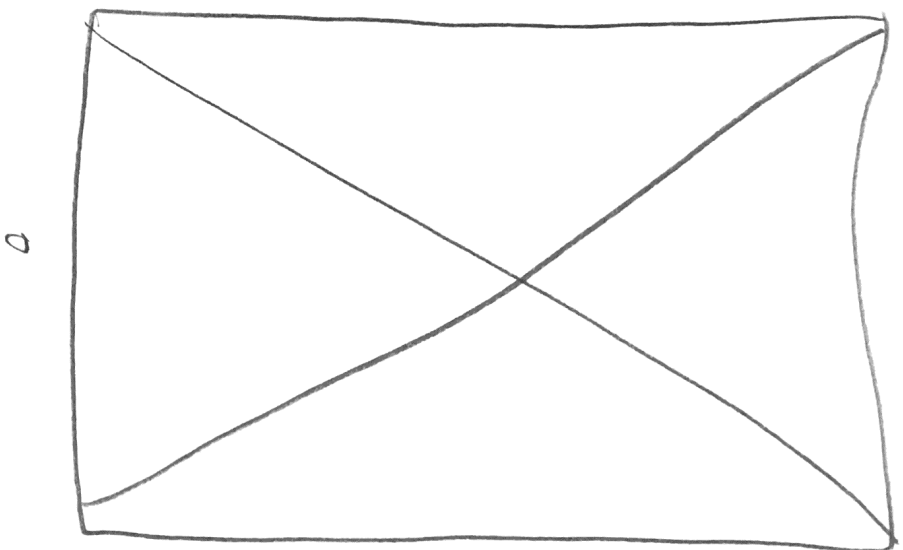


○

Display Name

Create

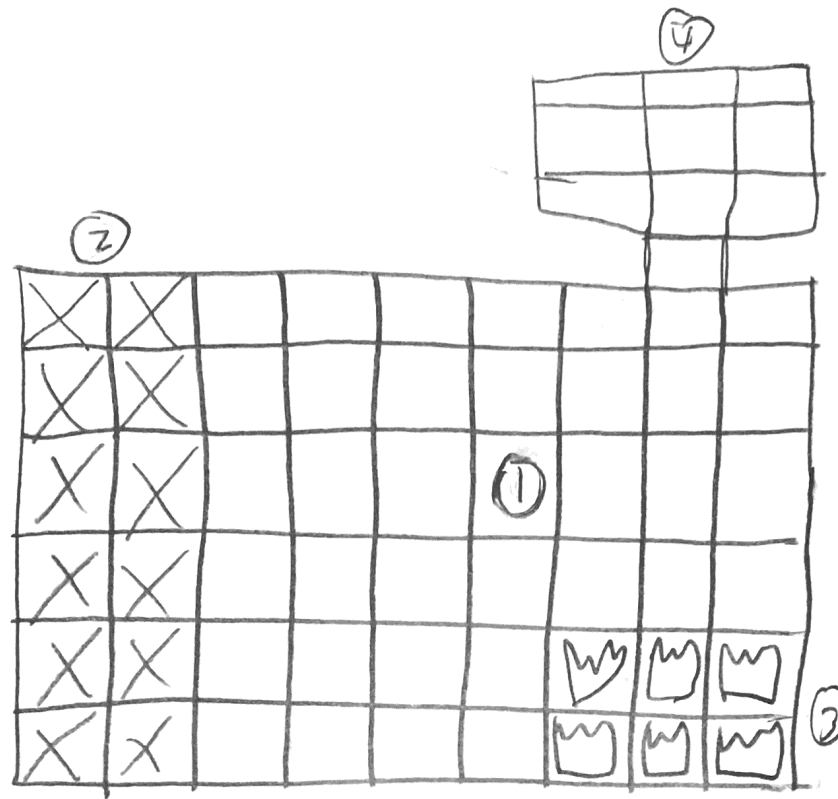
New Player



Start !

\* Sprints will  
be equal size.

# Map



- ① player
- ② edge of neighbor chunk
- ③ Grassy Area, can catch wild pokemon here
- ④ Instanced Zone, unique to player

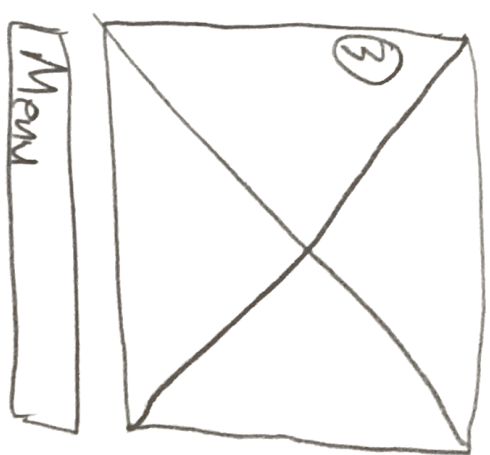
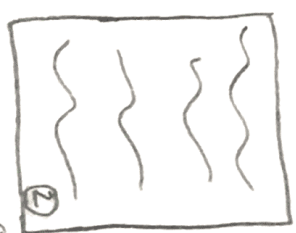
\* actually map  
will not contain gridlines

In Game



Local  
Chat

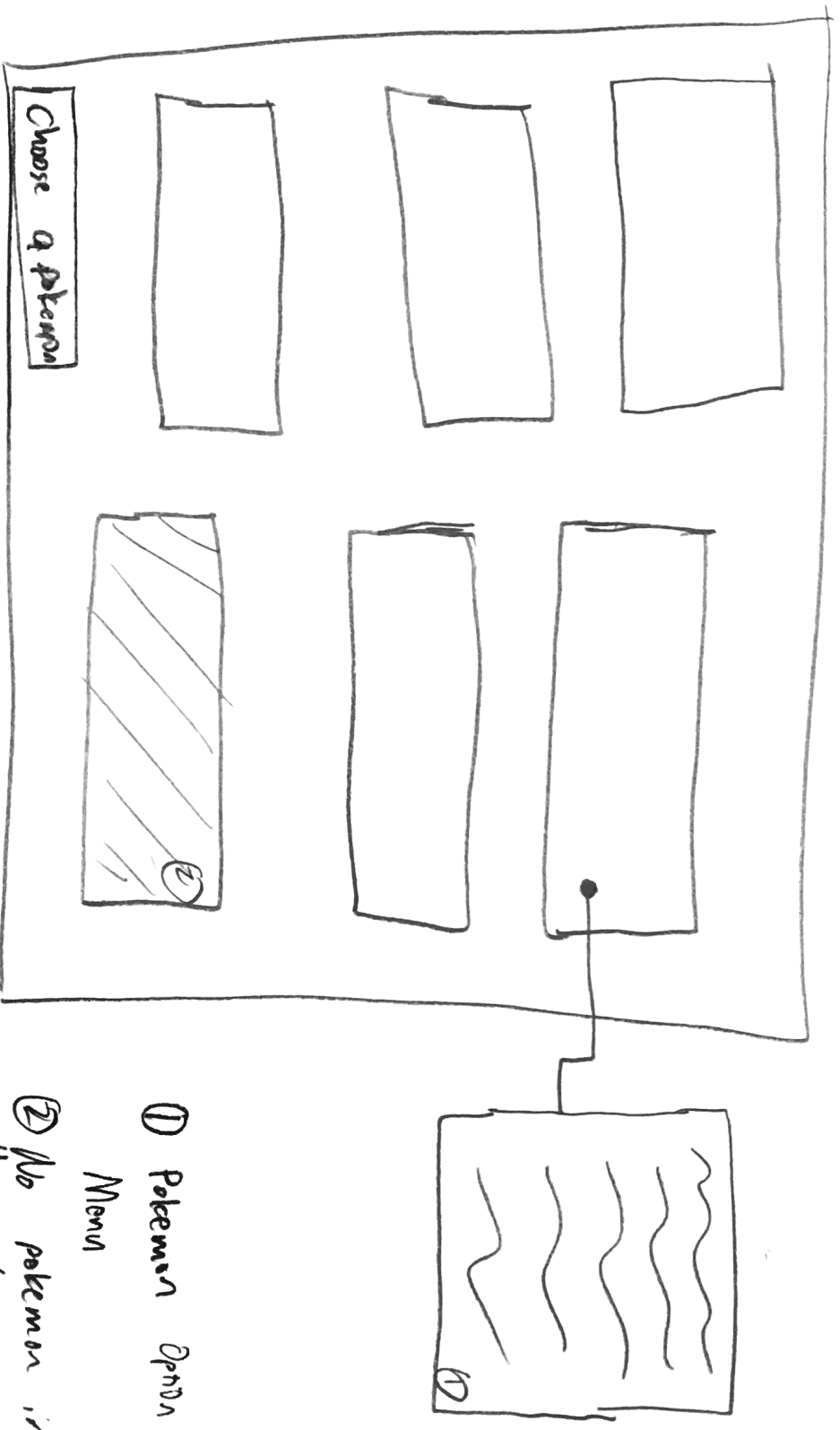
Send Msg  
Direct  
Message



- ① Chat
- ② Interplayer Interaction Menu
- ③ Minimap

\* menu only appear when clicked

# Pokemon Team Management



① Pokemon Option Menu

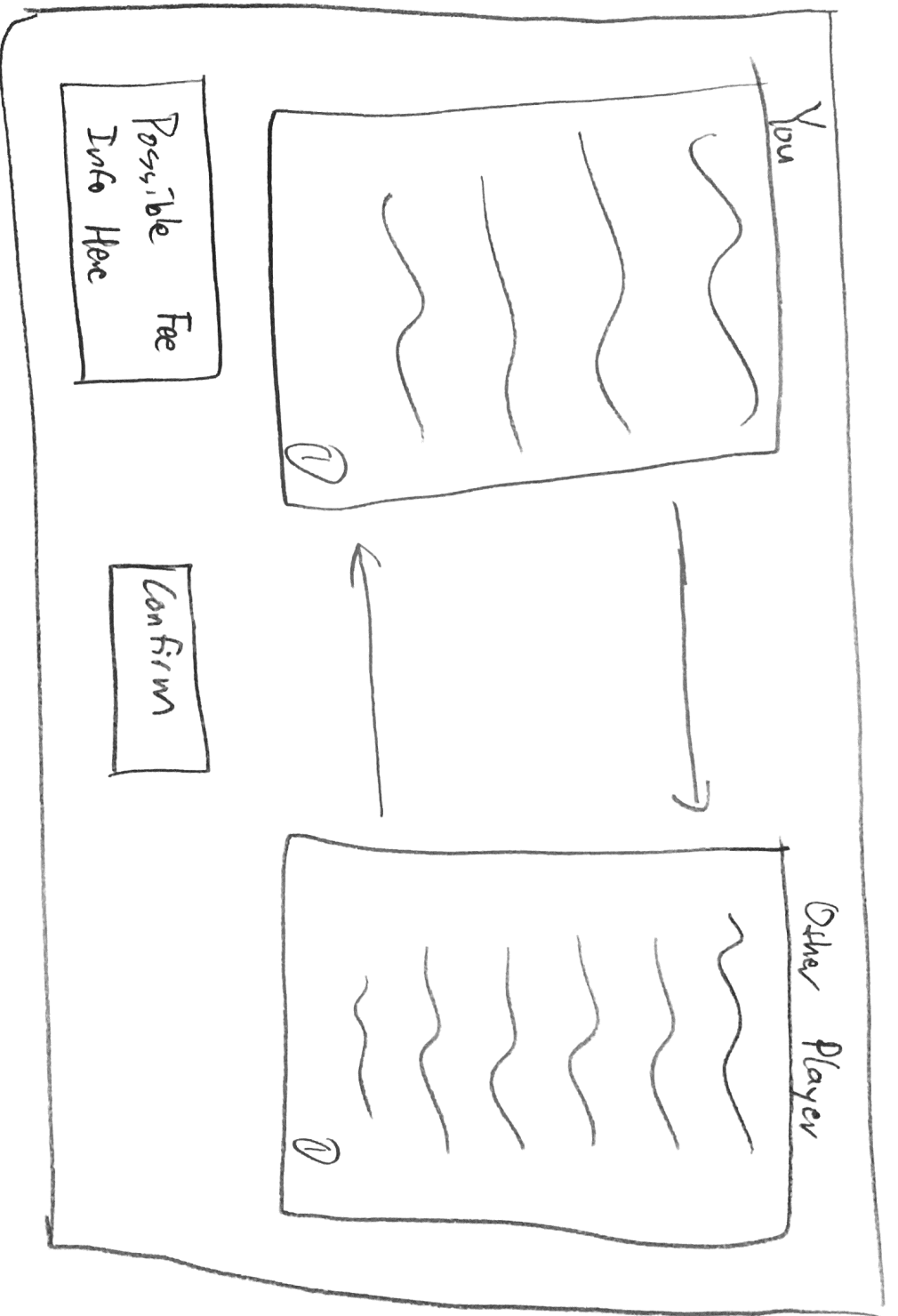
② No Pokemon in this slot

\* can have less than 6  
\* is a pop-up menu



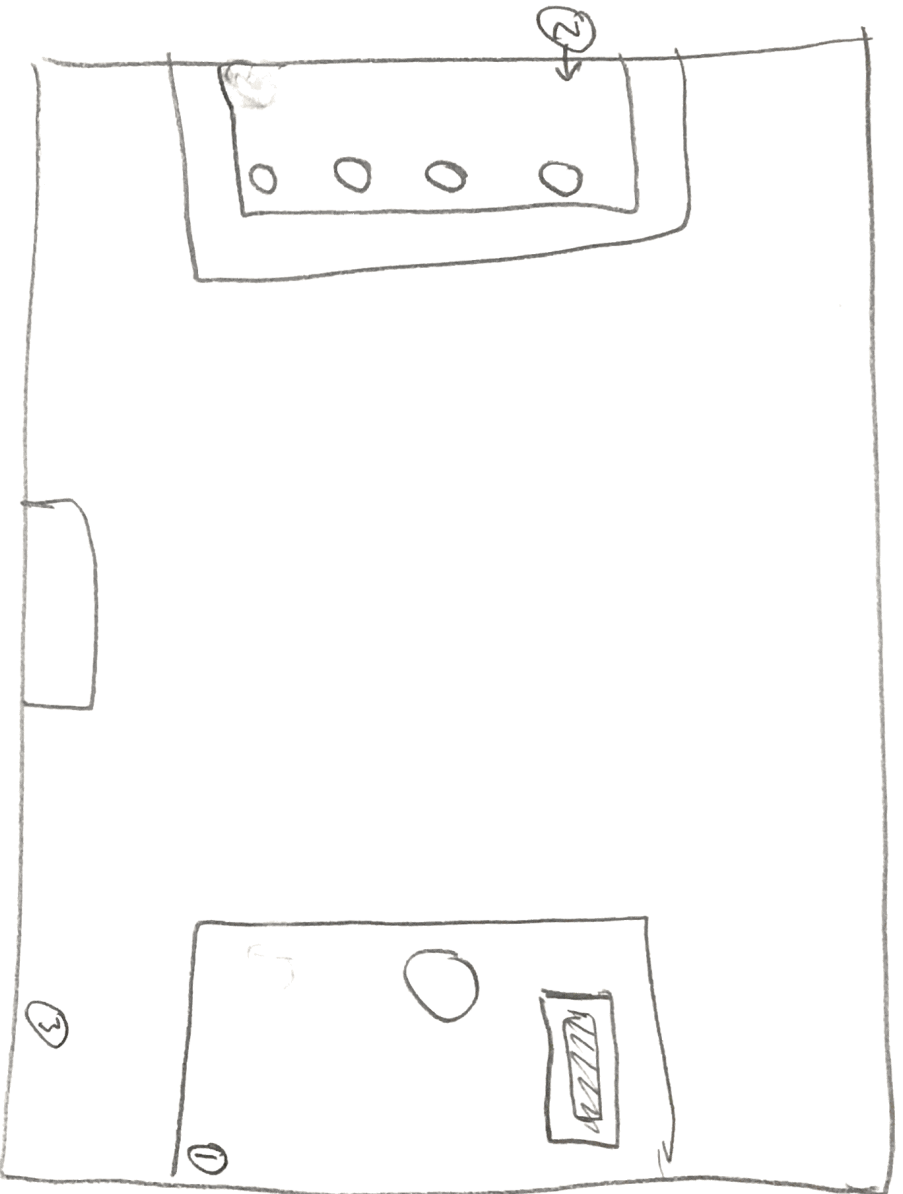
Pokemon	
Items	
Friends	
Events	
Log-Out	
Info Box	Exit

# Trading Menu



- ① List of Pokemon to be traded

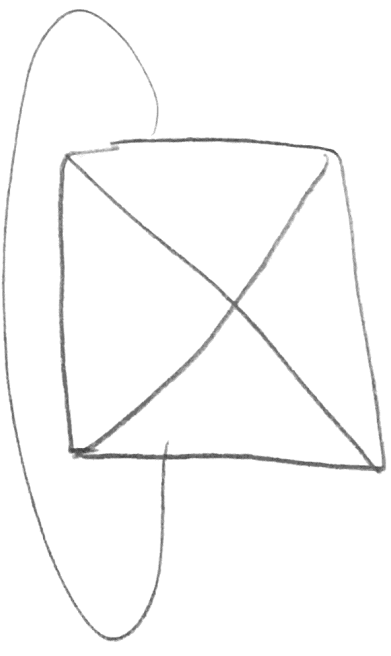
# Mega Building



- ① Heal Pokemom here
- ② Buy Items Here
- ③ Is a building that can be entered.

Hand-drawn battle status box:

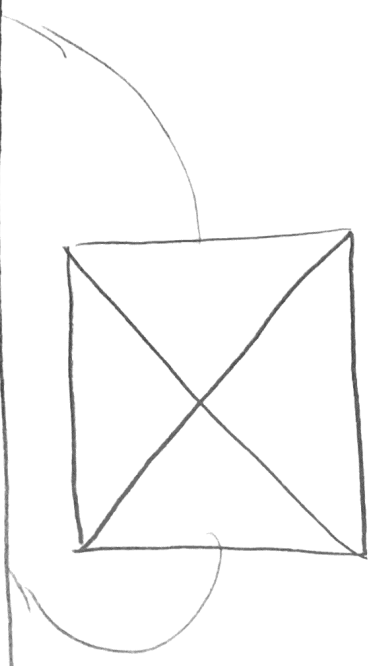
Name		Lv X
HP	<div style="width: 50%; background-color: black;"></div>	



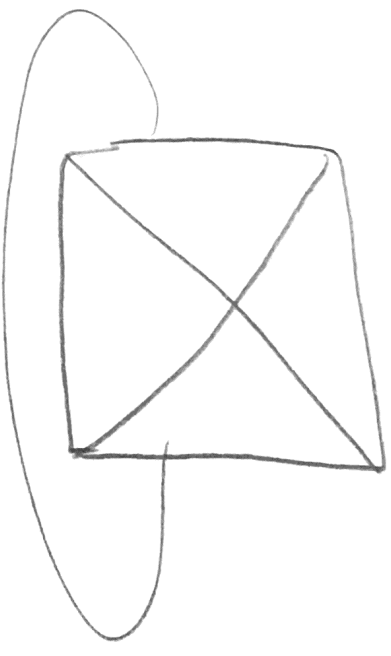
Hand-drawn battle status box (stacked):

Name		Lv X
HP	<div style="width: 50%; background-color: black;"></div>	

Below the box is a small rectangular area with diagonal hatching.



Information Box

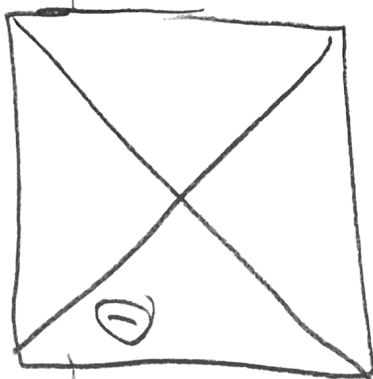
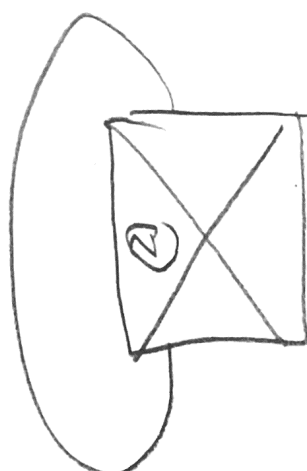
Information Box		Battle	
Fight	Items		
Poke Mon	Run/Forest		

Wild

Pokemon

Encounter

NAME	lv
HP	<del>100</del>

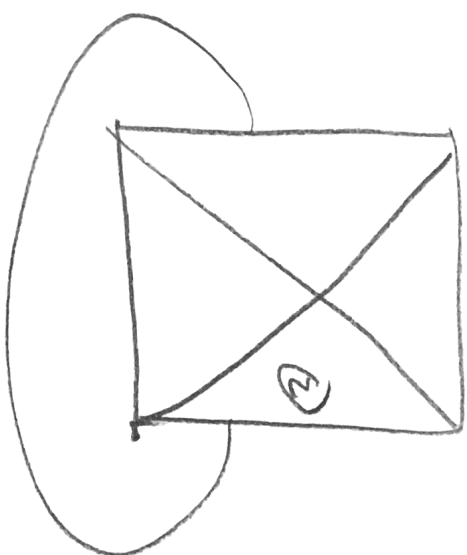


A wild \_\_\_\_\_ appeared!

- ① Your trainer spoke
- ② Pokemon spoke
- ③ Menu cannot be closed until after battle starts.

③	③
③	③

Train  
 Battle  
 Start



- ① Your character sprite
- ② Enemy character sprite
- ③ Buttons cannot be clicked until Polymen are deployed.

You have been challenged  
 by \_\_\_\_\_

③	③
③	③