To properly make the Pokémon battle program there are a few assumptions to be made.

The first is that the user has general knowledge of the gameplay of a Pokémon battle as there will not be a tutorial. It is also important that the user has a general understanding of Pokémon type relations and how to use them in battle, but the user will be given a guide to the system unique to this application. Each Profemon must only have 4 moves that can be chosen, and they must all have a limited amount of health. Each user must be allowed to use only one move during a turn. Each move can only do a set amount of damage and they should be properly balanced for the best user experience. Each move must also have a type to ensure the type system is used properly in the battle.

The project will be constrained by the teams experience with GUI and app development. Another major constraint for the project is the timeline given as each member has a limited time available to contribute to the program. For example, the user will only be able to 8 battles continuously to complete the game. This limits the number of unique Pokémon and moves that need to be implemented into the game, reducing the load on the developers. The graphics and quality of move animations will also be limited by these factors.