

APPBAR Main Page Text Encounter/Pokestop

Pokeball Icon

Pokeball Count Text

Main Display Background (Insert image depending on location) (10 Pixel border - can be changed or removed)

> Current Event display (Encountering pokemon, encountering pokestop, pokemon caught display)

Event explanation text (Pokemon Caught! / It got away... / Gained 3 Pokeballs!)

Action Button(s)

Case: Wild Pokemon: Attempt catch if pokeball

>0. Else don't allow catch.

Case: Pokestop: Spin pokestop if not spun in last

x minutes. Else: don't allow spin.

Case: Pokemon/Pokestop interacted with (event

end): OK!

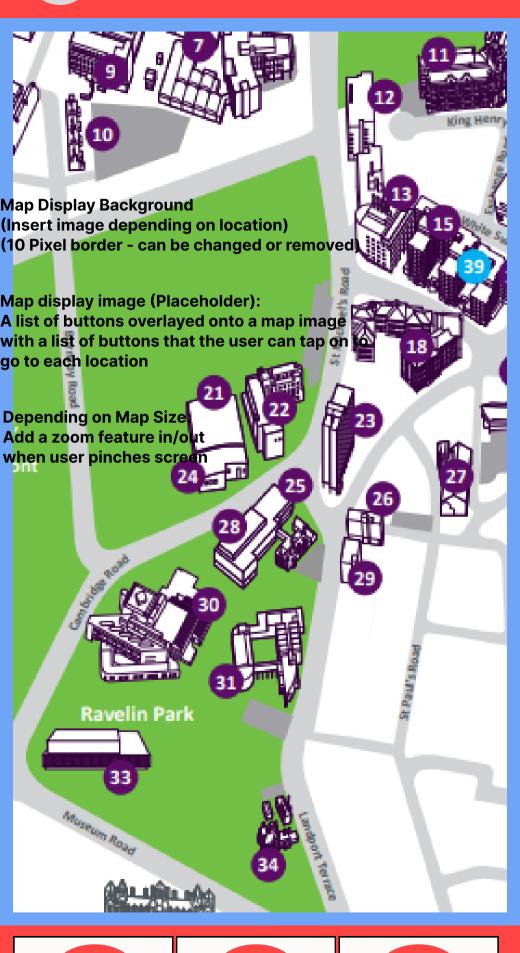
Main Page Icon/Button Main Page Text Map Page Icon/Button Map Page Text

Pokedex Page Icon/Button Pokedex Page Text APPBAR

App Icon

Map Page Text

Current Location Text



Main Page Icon/Button

Main Page Text

Map Page Icon/Button Map Page Text

Pokedex Page Icon/Button Pokedex Page Text Pokedex Page Text

Caught Pokemon/ Total Discoverable Text

Map Display Background

(Insert image depending on location)

Detail: This could be some sort of simple repeated pattern (try ai generate)

Pokemon Image (Silhouette if not caught) If tapped, open a pop-up displaying more info

Pokemon Name

More buttons...

More buttons...

Pokedex display

A gridview, made of two or three columns, with a scrollable list of every catchable pokemon. Until the pokemon is caught, it displays a silhouette. Once a pokemon is caught, it's image can be viewed. Tapping on a caught pokemon may display more information about the pokemon in a pop-up.

Main Page Icon/Button Main Page Text

Map Page Icon/Button Map Page Text

Pokedex Page Icon/Button Pokedex Page Text