Create a map that the user can move around.

Either forward, back, left, right or clicking different icons on a map (Possibly based on uni buildings).

For the 4 directional movement approach:

* 4 directional arrows that allow the user to move in the chosen direction up to a border

For the icons on map approach:

* An image of the university map with icons placed on all the visitable buildings. Clicking an icon would move the user to that location.

At different locations, users may be able to find different pokemon and different items.

For example: at location A, the user may find a pokestop - an item cache that gives the user pokeballs to catch pokemon. The user may then go to location B and encounter a pokemon that is specific to that location. They are able to attempt to catch the pokemon with a pokeball.

Different pokemon may have different capture chances and encounter chances.

The end goal is to fill the pokedex. A pokedex is a wiki that the user can check at any time to find more information on the pokemon. Catching a pokemon will mark it as caught. Could use database integration here to store all the information of the pokemon in a table and update it when a pokemon is captured.

Layout of the app:

Main page: Majority of the screen would display the current location of the user in the background along with their current situation (encountering a pokemon, accessing a pokestop, etc.). A counter would be present in a corner with the amount of pokeballs the user currently has. A row of buttons at the bottom of the screen for the user to access the map page (in the case of map approach) or a section at the bottom of the screen for 4 directional controls (in case of 4 direction approach) and pokedex page.

Map page: This would be a static image of the map (for example, the university site) with several clickable buttons that the user can click on to visit those locations. Once again, the row of buttons at the bottom would be present, updated to show the main page and pokedex page.

Pokedex page: This would be a scrollable gridview that shows all the pokemon for the user to capture. Since the goal of the game is to catch every pokemon, a completion counter would be useful here along with a method to show which specific pokemon have and haven’t been captured (such as only showing a silhouette of the pokemon if they aren’t captured, and showing the full image if they are). May also be useful to add the locations of uncaptured pokemon in an accessible location to save time for the user.