Data Documentation Assignment:
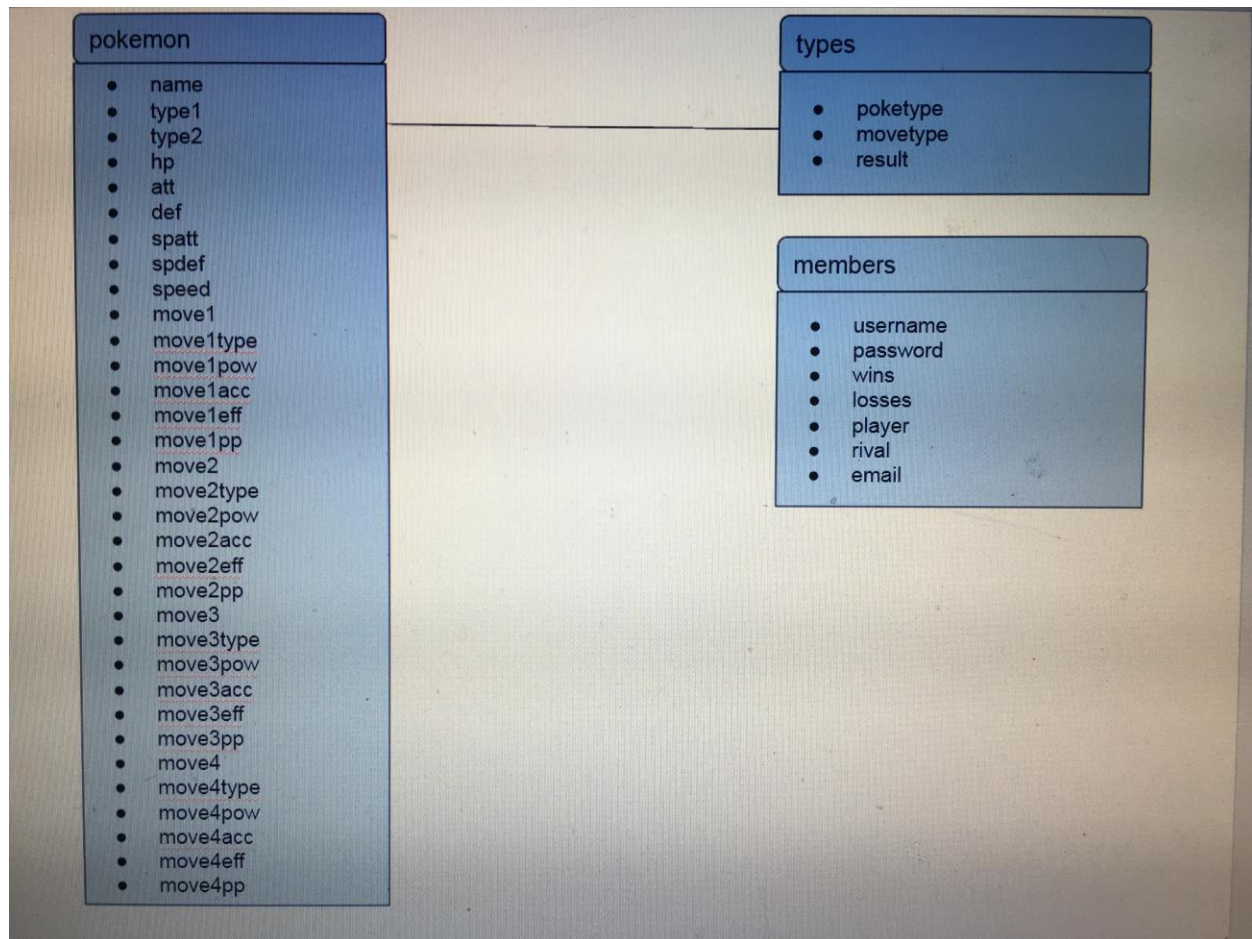
(Team Dankemon - Ian Maffett and Anthony Piraino)

Purpose:

Our purpose is to create a game in which users must first sign-in or create an account/character. They will then proceed to pick three Pokémon with differing types/move sets. After this they will begin their battle with a computer and it's Pokémon. If the user wins or loses, it will be recorded in a table on the admin side of this program. We will also be able to update the roster of Pokémon and types throughout this process. The user will have access to several other features including and RSS feed with constant news updates about Pokémon!

ER Diagram:

(We have not fully decided whether or not it would be appropriate to associate the "type" values in the "pokemon" table with the the "type" values in the "type" table for this project, but this is the appropriate ER diagram if we choose to do so!):

pokemon

- name
- type1
- type2
- hp
- att
- def
- spatt
- spdef
- speed
- move1
- move1type
- move1pow
- move1acc
- move1eff
- move1pp
- move2
- move2type
- move2pow
- move2acc
- move2eff
- move2pp
- move3
- move3type
- move3pow
- move3acc
- move3eff
- move3pp
- move4
- move4type
- move4pow
- move4acc
- move4eff
- move4pp

types

- poketype
- movetype
- result

members

- username
- password
- wins
- losses
- player
- rival
- email

Use-Cases:

1) Signing Up

Actor: User

Pre-Condition: Page is open

Post-Condition: User created and added to database

Queries: INSERT INTO members (username, password, wins, losses, player, rival, email) VALUES ('$user', '$pass', 0, 0, '$play', '$riv', '$email');
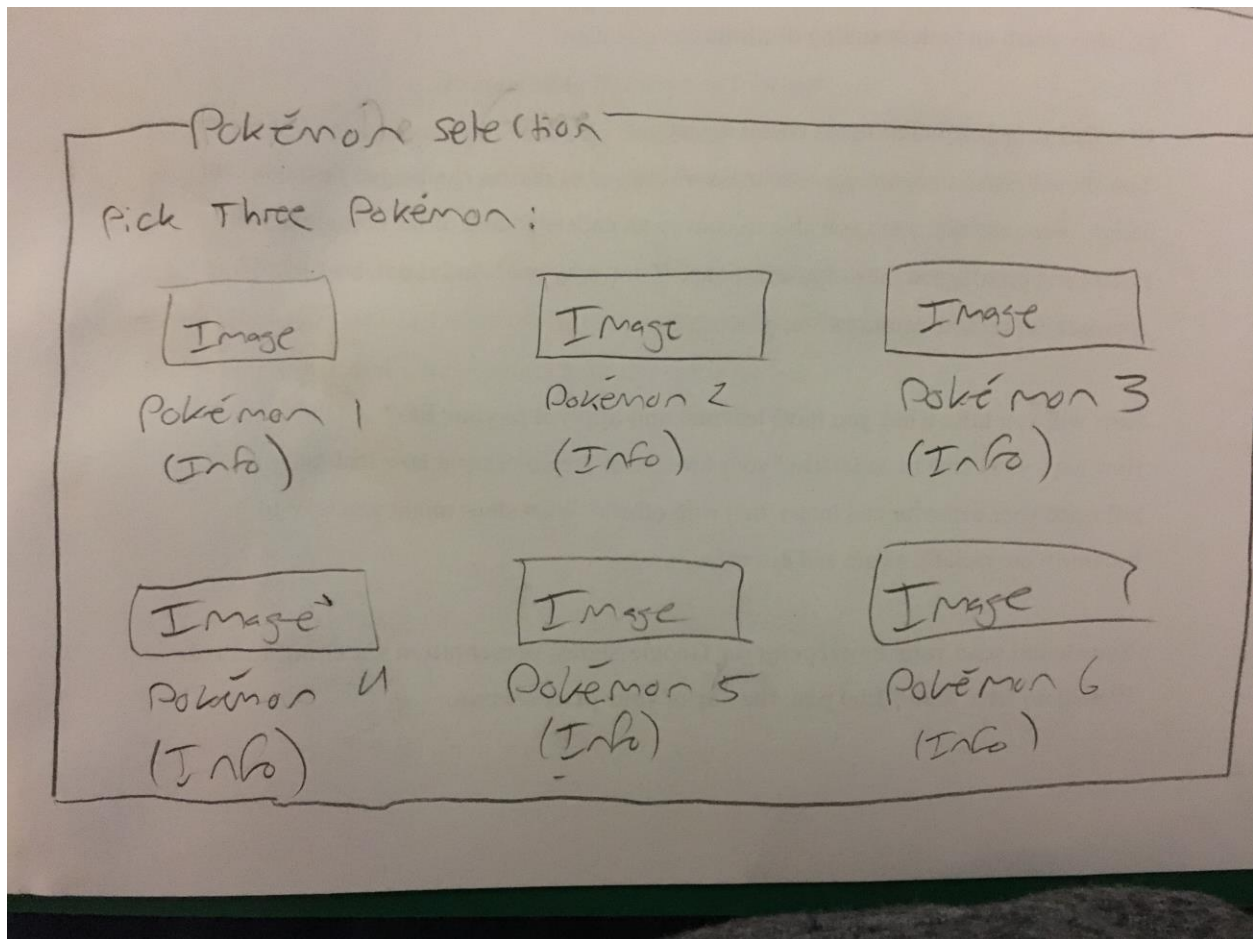
User-Interface:

2) Pick Pokémon

Actor: User
Pre-Condition: User is signed in
Post-Condition: Have Pokémon in your roster, ready for battle with the computer

Queries: SELECT * FROM Pokémon WHERE id = i;
        (This is in a for loop through i = 1, 2, 3, 4, 5, 6)

User-Interface:

Pokémon selection

Pick Three Pokémon:

Image	Image	Image
Pokémon 1 (Info)	Pokémon 2 (Info)	Pokémon 3 (Info)

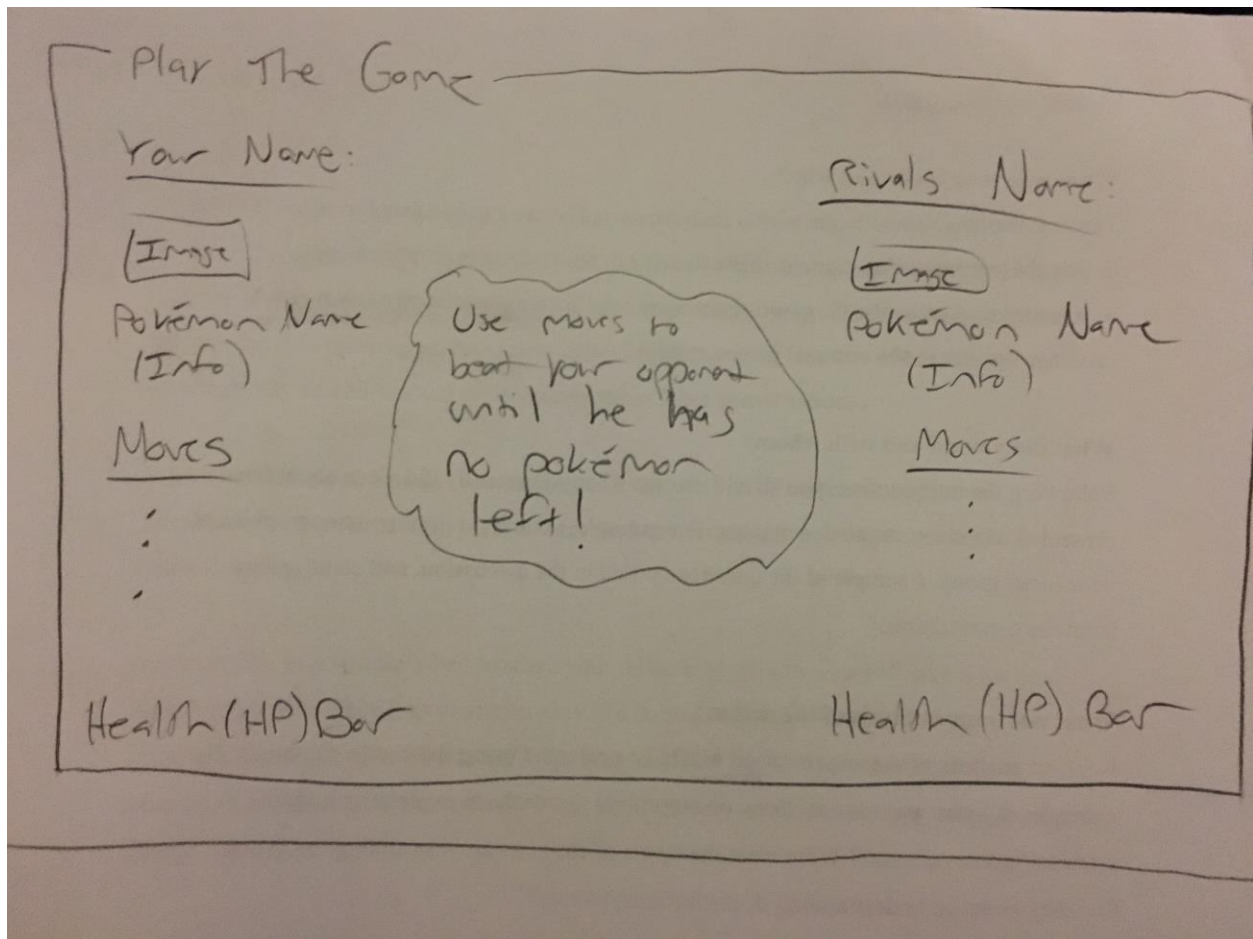| Image	Image	Image
Pokémon 4 (Info)	Pokémon 5 (Info)	Pokémon 6 (Info)

3) Play the Game

    Actor: User
    Pre-Condition: Must have signed in and picked Pokémon
    Post-Condition: Update user win-loss record
    Queries: UPDATE MEMBERS SET wins = wins + 1 where id = $id;

    User-Interface:

Play The Game

Your Name: _____

Rivals Name: _____

[Image]

Pokémon Name
(Info)

Moves
:
.

Use moves to beat your opponent until he has no pokémon left!

[Image]

Pokémon Name
(Info)

Moves
:

Health (HP) Bar   Health (HP) Bar

4) Add/Drop Pokémon from the database

Actor: Admin
Pre-Condition: Must have admin rights and login information
Post-Condition: Have a new roster of Pokémon to choose from
Queries: INSERT INTO pokemon (name, type1, hp, att, def, spatt, spdef, spd, move1, move1type, move1pow, move1acc, move1pp, move2, move2type, move2pow, move2acc, move2pp, move3, move3type, move3pow, move3acc, move3pp, move4, move4type, move4pow, move4acc, move4pp, move1phys, move2phys, move3phys, move4phys) VALUES ('Blastoise','Water',79,83,100,85,105,78,'Hydro Pump','Water',120,80,5,'Aqua

Tail','Water',90,90,10,'Bite','Dark',60,100,25,'Skull
Bash','Normal',70,100,20,false,true,true,true);

User-Interface: Simply use phpmyadmin to update the tables using MySQL

5) Add/Drop Pokémon types from the database

Actor: Admin
Pre-Condition: Must have admin rights and login information
Post-Condition: Have a different selection of types to utilize
Queries: INSERT INTO types (poketype, movetype, result) VALUES ('normal',
'normal', 0);

User-Interface: Simply use phpmyadmin to update the tables using MySQL