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We are making a Pokemon battle simulator. Users will be required to create a login username and password and then log in in order to play. This will use PHP and MySQL to maintain a database of users. The user will first be asked to name their character and their rival. Then, they will be able to battle against their rival however many times they want. We intend to keep track of their win/loss record using the database. Also included in our database will be a list of six available Pokemon and their moves and stats. This combined with a table (or multiple tables) of type relationships will allow us to use JavaScript and jQuery to run the battle client side.

The admin will be able to change the Pokemon, their moves, or their stats at any time.

