

Minimum Application Requirements Upon Running.

1. Must have at least 30 Pokemons in the Pokedex in the database. Provide as much variety as possible.
2. Must have at least five HMs and 10 TMs in the database.
3. Must have all the items in the MP spec sheet in the database.
4. Must have at least five trainers in the database.
 - a. Trainer 1
 - i. Must have at least five active Pokemons
 - ii. One of the Pokemon must have two HMs and two TMs in the move set
 - iii. One Pokemon must evolve by levelling up
 - iv. One Pokemon must evolve using an evolution stone
 - v. Must have at least five Pokemons in storage
 - vi. Must have nine unique items
 - vii. One of the items must have a value of 49
 - b. Trainers 2 to 5 will have random values following Trainer 1's items one to four.

Test Cases:

1. Add a new Pokemon to the database
2. View all Pokemons in the database
 - a. Show the Pokemon's basic attribute
3. Search for a Pokemon
 - a. Show the Pokemon's basic attributes, and move set
4. Add a new move to the database
5. View all moves
 - a. Show the moves category and typing
6. Search for moves
 - a. Show the move's attributes including the description
7. View all items
 - a. Show all name and category attributes
8. Search for items
 - a. Show all the attributes
9. Add a new trainer to the database
10. View all trainers
 - a. Show the trainer's basic attributes
11. Search for trainers
 - a. Must show:
 - i. Money
 - ii. Active line up
 - iii. Item inventory
12. Using Trainer 1:
 - a. Pokemon Test Cases
 - i. View Pokemons in the lineup
 1. Show the basic attributes
 - ii. View Pokemons in storage

1. Show the basic attributes
- iii. View a specific Pokemon (Optional)
- iv. Add a new Pokemon to his lineup
- v. Teach an HM move to the new Pokemon (type match)
- vi. Teach a TM move to the new Pokemon (type match)
- vii. Teach one more move to the new Pokemon (type match)
- viii. Teach another TM move to the new Pokemon (type mismatch)
- ix. Use an item on the new Pokemon with any effect and show that the stats changed
- x. Use a held item on the new Pokemon and show that the Pokemon holds the item
- xi. Use a rare candy on a Pokemon and show the levelling up and stats changes
- xii. Use rare candies on a Pokemon that evolves through level up until it evolves
- xiii. Use an evolution stone on a Pokemon in the lineup for it to evolve
- xiv. Swap a Pokemon from the storage to the active line up
- xv. Release a Pokemon from the active line up
- xvi. Release a Pokemon from storage
- b. Items Test Cases
 - i. View owned items
 - ii. Buy a new item
 - iii. Buy an item that is already in the inventory
 1. Option 1 – 10 unique items with an overall item quantity of 50
 2. Option 2 – 10 unique items with a maximum quantity of 50 each
 - iv. Buy an item that will exceed 50
 - v. Sell an item

For demo items that are not explicitly specified, you are free to display them as you wish.