Open the game

GUI 1

The above is the entry page. Put some sort of image in the background so it doesn’t look so janky. There should also be a close game button (x) in the top of all slides where the user can exit the game. They can have the option of saving the game with a certain name. (We may not get to this because this will not allow us to deconstruct anything, and we would need copy constructors for everything)

1. Battle in a Gym: goes directly to gym. Open GUI 2.
2. See Present Pokemon: We are making an array of Pokemon, you will simply need to display the images (this can be done in a grid, we will most likely be doing this part in backend API calls)
3. Catch New Pokemon (Explore): The user can go around in GUI 3 and catch pokemon, enter center, or enter gym. If location is in 1 step, display GUI 4 or GUI 5 depending on appropriateness). If they are within one step of pokemon, enter GUI 6.
4. Enter a Saved Game: probably not implementing, but would be similar to a facebook sign on type thing.

GUI 2 (Gym)

Allow user to first choose their pokemon (3).

NOTE: Backend will have the info for the 3 AI Pokemon

Show 2 pokemon( can get images from api)

Ashley will be making a class for type with states. If fire, fire is displayed for example.

Literally can be blank screen with 2 pokemon and their stamina points.

GUI 3 (field)

Easiest way to do this is create like a 10x10 grid, make most of the squares green, some locations will have building, some will have centers (can literally just make different colors and display the G1, G2, C1, C2 stuff on there. There will also be random pokemon, but they can be “hidden” by the “grass”. When the user is within one step of the pokemon, go to GUI 6. When within one step of the gym, go to GUI 4. When within one step of the center, go to GUI 5.

GUI 4

Display do you want to enter the gym? If yes, go to GUI 2. If not, do nothing

GUI 5

Display do you want to enter this center? If yes, show pokedex.

GUI 6

Show Pokemon. Maybe have a pokeball. Tap on Pokemon. (Katie is programming how many taps are needed). When caught, display “Yay! You caught a pokemon. Do you want to see your Pokedex?” and  Y/N buttons. If yes, go to pokedex. If no, go to GUI 3.

Pokedex

Will contain images in grid type format with all pokemon & names. Can do this in model/view hopefully.