MDIA 4295 App Development Strategy 2

Final Project - Pokémon Guide

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I. App Overview

A companion app to Pokemon Go that helps players learn more about the Pokemons they catch, get tips and tricks on Pokemon Go, and see what Pokemons are close by.

II. Main App Elements

1. Home Page (1 UI)	 Hero banner for the app (ie. Go to resource for all things Pokemon) Show rare and common Pokemons close by in a carousel (only a prototype, the time and distance are randomly generated numbers within a limited range)
2. Pokedex (2 UI screens)	 Lazy lists of all Pokemons Add filters to search Pokemons by name Click on a Pokemon to see detailed information page for each species https://pokeapi.co/api/v2/generation/3/
3. Pokemon Go Tips (5 pages, static)	 Clickable cards for different Pokemon Go tip topics How to catch rare pokemons Tips for beginners Pokemon Go Evolution items How to win Pokemon Go raids Click to go into article (static page) Information for the pages could be stored in an external JSON file
About Pokemon (1 UI screen)	Static page of Pokemon history
5. Miscellaneous	Splash screens and icons for different device sizes and orientations
Total Pages	9

Additional Elements we would have added in:

- Include more Pokemon data in the single Pokemon details page and separate the data by tabs
- Allow users to set their location and see in real time if rare Pokemons appear near them in Pokemon Go (we will also need to find another API that provides real time updates on Pokemon appearances in Pokemon Go)

III. API - PokeAPI

Link : https://pokeapi.co/

A free, modern RESTful API that uses GET method and API keys (no need to register for a token) to call data on Pokemon information, like Pokemons, berries, contests, moves...etc.

IV. Plugins

 Cordova-plugin-splashscreen - shows and hides the app splash screens; installed using terminal command

```
// npm hosted (new) id
```

cordova plugin add cordova-plugin-splashscreen