

CSC309-Project Proposal

Intorduction:

The trend of Pokemon is still going crazy around the world, people want to become a Pokemon trainer by having their own Pokes. Given that, Our web application is a brand new Pokemon raising game. User could have their own lively pokemon, which will be set by the gif images. It includes a store system, which user would buy their pokes through their in-game wallet. Also, a unique in-game interaction is provided, user could comment on other user's home page, and help each other during the raising process. Trainer (user) would have a great connection between themselves and the pokemons.

Explanation:

User Profiles: Every registered Pokemon trainer has a profile. It contains the username, nickname, brief description, trainer id (#1999), title, message board and the collection of Pokemon of the trainer. Other trainer profiles are public, all trainers can go to other trainer's profiles by their id.

User Authentication: User can edit their own description and nickname, however, title can only be assigned by the Admin. Admin can change user's title and edit their description if it is not appropriate. All Pokemon's characteristic value can only be assigned when trainer purchase it or when Admin changes it.

Data: We want to store each trainer and trainer Pokemon collection as a package (Possible Json). Trainer has different attributes including name, title, their collection, their money, Pokemon in collection can have their own characteristics, says, HP, satiety, experience, level, form, loneliness. etc. When trainer goes to his page or other trainer's pages, data is retrieved from the packages.

If a server is used, we can have the pokemon satiety and loneliness change over time.

We need to store all data to visually display the actual Pokemon, and manipulate all the Pokemon's attributes when trainer trains or feeds them.

View: As the sketches demonstrated below, we would have a page for login and register, a user main menu page, a store page, a profile page for managing your own pokemons and visiting other trainer's page.

Admin: Admin can reward trainers' titles, Pokemons, game-credit (use for purchasing Pokemon). Also they can change trainer's nickname and description if it is not appropriated. Admin can visit trainer's Pokemon page to change pokemon attributes directly, for example, changing the Hp to 100.

User interactions:

Administrators can:

- Interact directly with the database using a web interface
- edit the user's personal information, such as change username, password..etc
- create new users
- modify existing users
- viewing usage statistics
- Debug the issue of the game
- Modify the game data directly.

User can:

- register a trainer account with the web
- edit personal information, such as change nickname, update the password
- Buy pokemons through the store
- have more than one pokemon
- make comment after purchase of pokemons
- make comment in other user's home page
- Visit other user's home page by searching id
- interact with their own Pokemon, such as feed, trains...etc
- help other users to raise their pokemons
- evolve their Pokemon once the pokemon reach a certain level

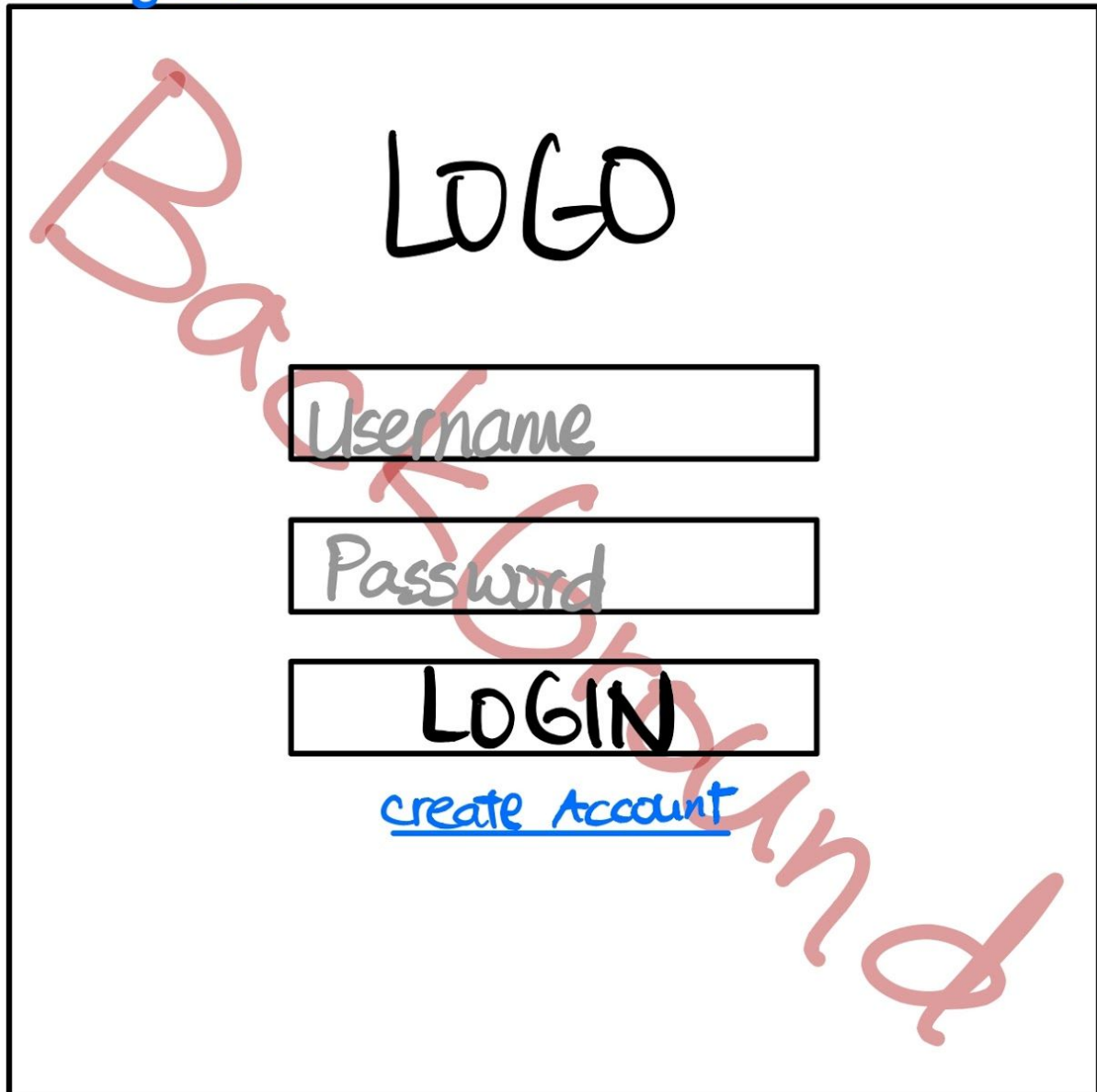
Additional features

- a simple pokemon exchange system for users
- a much bigger evolution branch tree for each pokemon
- hosting game special event, such as store discount in some special day

Sketches:

Login Page

Page 1



LOGO

Username

Password

LOGIN

[create Account](#)

Page 2

LoGo	username wallet : \$12
<p>store <u>buy here></u></p> <p>Img</p>	<p>video Ads</p>
<p>Profile <u>my collection></u></p>	<p>search</p> <div>#ID</div> <p><u>Go></u></p>

Page 3: Press LOGO to Page 2

LOGO		wallet: \$12
Pokemon		
<div>\$20</div>	<div>\$25</div>	<div>\$30</div>
Pikachu	Psyduck	...
<div>\$5</div>	<div>\$10</div>	<div>\$20</div>

Page 4 : Press Logo to Page 2

Logo

Name

ID

Title

Description

...



LV. 12



LV. 14

...

Page 5 : Press L6B0 to Page 2

L060

← Back

NickName



HP: 50/50

Satiety: 100%

...

Feed Play

Train Free