

# Animalmon



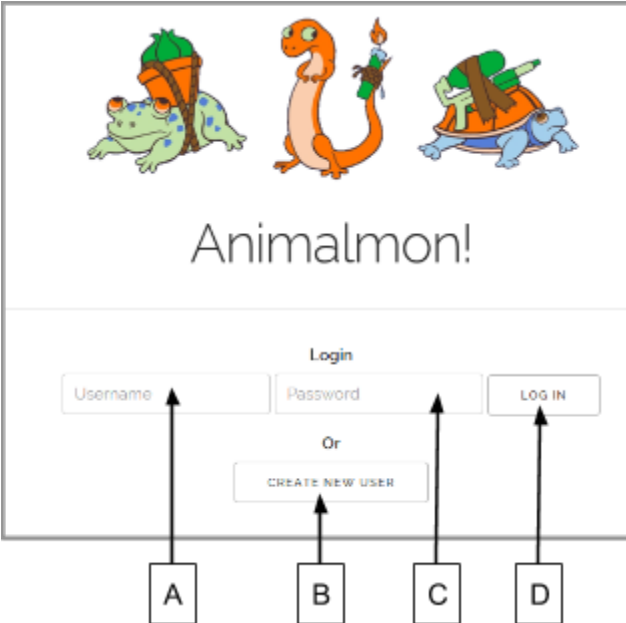
## User Guide

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## Log In

Welcome to Animalmon! It seems you've landed at our login page. From here, you have the option to either log in with your username and password, or create a new user if this is your first time.



The diagram shows the Animalmon! login page. At the top, there are three cartoon animals: a green frog-like creature with a backpack, an orange salamander-like creature, and a blue turtle-like creature. Below them is the text "Animalmon!". The login section is divided into two parts. The top part is labeled "Login" and contains three input fields: "Username" (labeled A), "Password" (labeled B), and a "LOG IN" button (labeled D). Below these fields is the word "Or" and a "CREATE NEW USER" button (labeled C). Arrows point from the labels A, B, C, and D to their respective elements on the page.

### To Log In

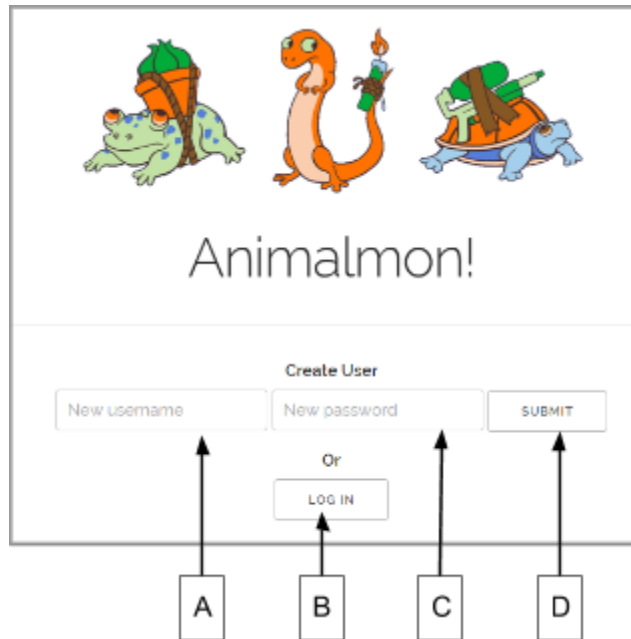
1. Enter your username into box A.
2. Enter your password into box B.
3. Click button D.

### To Create a New User

1. Click button B.
2. See page 3.

## Create User

On this page, you can create a username and password for a brand new account of your own. Or, if you already have a username, you can opt to log in with those credentials.



The image shows a web form titled "Animalmon!" with a header featuring three cartoon animals: a green frog-like creature, an orange lizard-like creature, and a blue turtle-like creature. Below the header, the form is divided into two sections. The top section is titled "Create User" and contains three input fields: "New username", "New password", and a "SUBMIT" button. The bottom section is titled "Or" and contains a "LOG IN" button. Arrows point from labels A, B, C, and D to the "New username", "New password", "SUBMIT", and "LOG IN" buttons respectively.

### To Create a New User

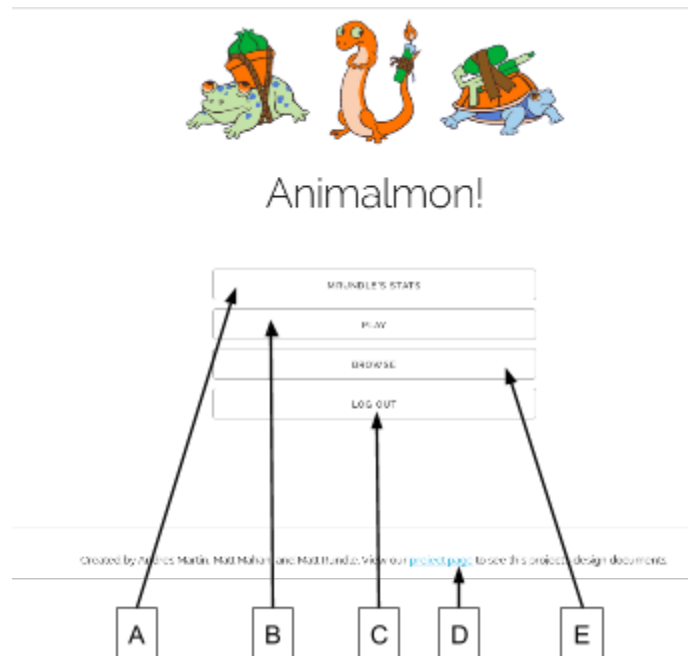
1. Enter your desired username in box A. Be creative!
2. Enter your desired password in box B. (Don't worry, we hash your password before storing it in our database!)
3. Click button D to create the user.
  - a. If the username you selected is already taken, you will be notified via a pop up box. Just repeat the steps and try a different user name.

### To Log In

1. Click button B.
2. See page 2

## Navigate

You've arrived at your home page! From here you can navigate and experience all of Animalmon's features, including your game stats, playing the game, and browsing game data. From this page, you can also go to an informational page that will link you to documents detailing the development of this project.



To view your stats, click button A.

To play the game

1. Click button B.
2. See page 6.

To browse game data

1. Click button E.
2. See page 5.

To view project information, click button D.

To log out, click button C.

## Browse

This page will allow you to browse game data such as the different animals in the game along with their attributes and moves, the different moves in the game along with their statistics and effects, and descriptions of the different effects that attacks can produce.

Animalmon!

BACK TO THE MAIN MENU

HIDE THIS TABLE

NAME	TYPE	HP	ATT	DEF	ACC	EVA	SPD	MOVE 1	MOVE 2	MOVE 3	MOVE 4
Bear	Mammal	80	50	80	70	20	20	Growl	Hibernate	Maul	Sho
Cobra	Reptile	40	80	40	80	60	40	Poison Fling	Coil	Constrict	Rattle Tail
Crocodile	Reptile	40	75	65	40	60	30	Bite	Swim	Flail	Crawl
Elk	Mammal	70	60	70	35	30	70	Feign Death	Roar	Collop	Trample
Falcon	Bird	30	90	30	60	60	60	Fly	Claw	Peck	Stare

A B C

To view game information, simply look in the body of tables like table A above.

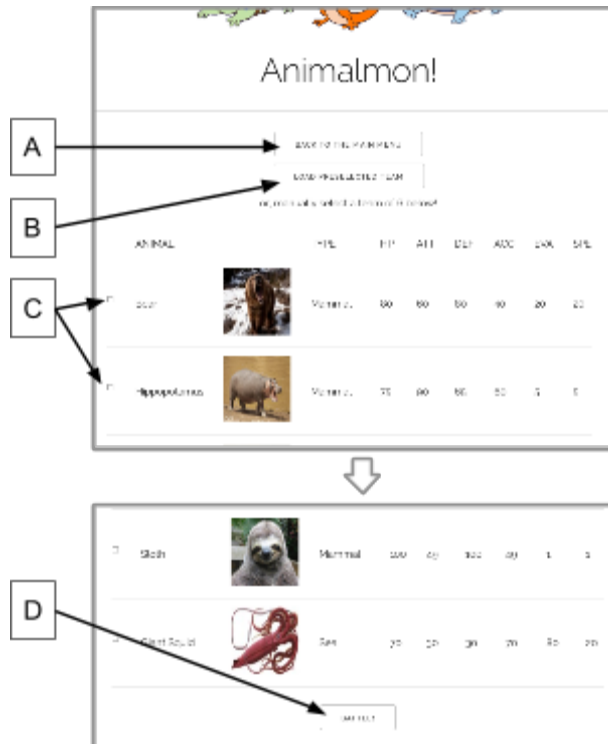
To hide a table, click the button (e.g. button B) above the table you wish to hide.

To go back to the home page, click button C.

**Note:** To see a description of the different attributes listed on this page, see page 8.

## Select a Team

You're getting ready to embark upon an exciting battle against the computer. First, you need to select your team of 6 different animals. You can view the attributes of each animal on this page before selecting your team; if you aren't quite ready for that, you can go back to the home page and opt to browse the game data for a more complete understanding of the animals and their different moves.



To go back to the home page, click button A label.

To load a team that you have used previously

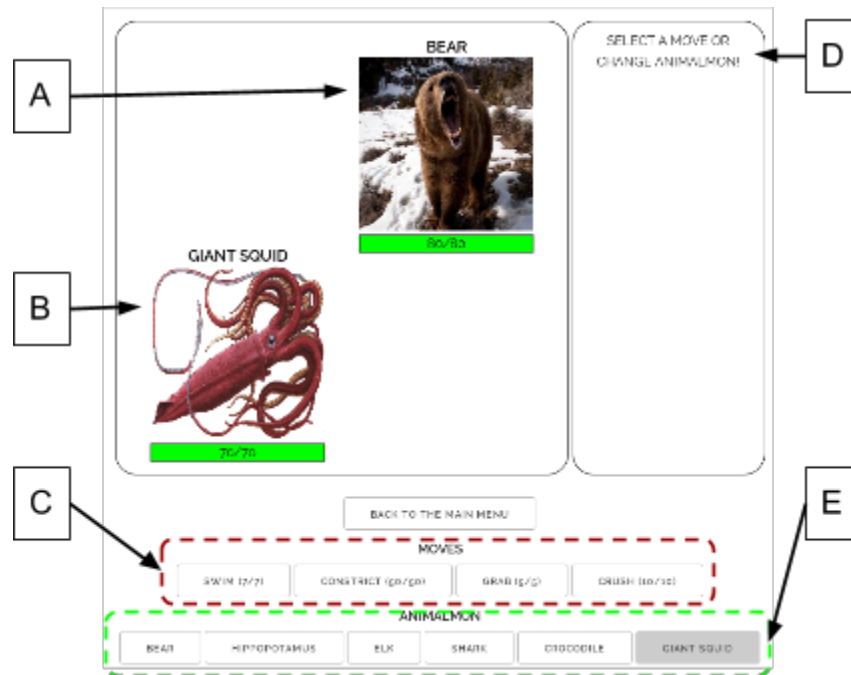
1. Click button B.
2. Select the radio button next to the desired team.
3. Click the button labeled "Battle!"

To select a team

1. Choose 6 animals by clicking on the checkboxes pointed to by C.
2. Click button D.

## Battle

This is the battle page! Here, you will pit your team against that of the computer, trading moves until one player is completely out of animals. A “move” in this context consists of either a selection from the “Moves” buttons, or swapping in a new animal from the “Animalmon” buttons.



Label A: Your opponent's (the computer's) current animal, and that animal's health.

Label B: Your current animal, and the health of your current animal.

Label C: The moves of your current animal. The fraction to the right of each move name represents how many times you can still use the move (i.e., if the button says “Swim (3/7)” it means that you have attempted the swim move 4 times and can use it 3 more times. Moves that have been depleted will be grayed out and unselectable.

Label D: This is the battle log. After each move you make, the battle log will tell you the computer's move as well as the damage and effects that were imparted to each of your animals.

Label E: These are the animals in your team. Click on one of these to swap them with your current animal. Animals that have fainted, as well as your current animal, will be grayed out and unselectable.



## Description of Animal Stats, Moves, Effects

Here is a description of each of the column headings detailing the statistics visible on the "Browse" page (see page 5.)

### Animal Stats

Name	The name of the animal.
Type	The type of the animal. Different types are stronger and weaker against others.
HP	Health points. This is what appears on an animal's health bar during the game.
ATT	Attack. This affects the damage an animal will deal to an opponent with an attack.
DEF	Defense. This affects how much damage an animal will take from an opponent's attack.
ACC	Accuracy. This influences % of an animal successfully landing an attack.
EVA	Evasion. Opposite of accuracy, this decreases the % of an opponent landing an attack.
SPD	Speed. This determines whether an animal will attack before or after its opponent each turn.
Move 1 - 4	These are the moves that the animal has.

## Moves

Name	The name of the move.
DMG	The base damage that this move will impart.
ACC	The base accuracy of this move.
EFFECT	The status effect (if any) that this move will trigger.
TARGET	Indicates whether this is an attack move or a self-oriented move (self-oriented moves include healing, instantiation of status effects, etc.)
PP	Power points. This is how many times an animal can use the move each game.
CRIT	Critical hit chance. This is a percentage telling you how often the move will register as a critical hit and impart a boosted amount of damage.

## Effects

Name	The name of the status effect.
Stackable	Indicates whether or not this effect is "stackable." Stackable effects can be used multiple times and continually increase the effect; non-stackable effects are all or nothing.
Description	This describes the status effect.