

Animalmon



Reference Guide

1. User creation

Description: On the login page (index.html), potential users may create a new user profile for themselves in the Animalmon system.

Usage: Click the "Create New User" button, enter a username and password, and submit.

2. User login

Description: On the login page (index.html), users must log in to use the system.

Usage: Enter an existing username and the corresponding password, then submit.

3. User game statistics

Description: Users may view the total numbers of completed Animalmon matches that they have won and lost.

Usage: On the home page (home.html), click the button that says "[Username]'S Stats."

4. Team Selection

Description: To battle, users must select a team of animals. They can either manually select six animals or load a previously selected combination.

Usage: On the home page (home.html), click the "Play" button to access the team selection screen. From there, either select the checkboxes corresponding to six animals, or click the "Load Preselected Team" button and select the button corresponding to the desired team.

5. Animal Team Battle

Description: Users may battle a computer-controlled animal team. The battle page displays pictures of the two active animals, and a log with the results of the last round. In each round, the user and their simulated opponent each pick a fighting move for their active animal or swap in a different animal. Fainted animals become unusable and must be swapped out. The first player to faint all their opponent's animals first wins.

Usage: From the team selection page (team_selection.html) or team loading page (team_load.html), click the "Battle!" button. On the battle page, click buttons corresponding to moves or animal swaps as desired. On win or loss, the system will redirect to the home page (home.html).

6. Browse

Description: Users may browse relevant gameplay information. This includes lists of animal attributes, move attributes, and effect descriptions.

Usage: From the home page (home.html), click the "Browse" button. Click the show and hide buttons to show or hide types of information as desired.