Team 3
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CSE40746 - Advanced Database Projects

Feasibility Study

Our project is a “real world” take on the Pokemon video game battle system. An online version of the Pokemon battle system already exists, and is called “Pokemon Showdown” (URL: pokemonshowdown.com). The end goal of this project is to have a functioning website similar to this one, but with the representations of real animals substituted for fictitious Pokemon. The stakeholders of the Pokemon Showdown website are the creators, advertisers, and Pokemon fans that use it. This website is well-made, complete with features like matchmaking and full battle team customization. It also includes a friend and messaging component. The battles themselves are of high quality, with music and well-made animations that stay true to the video game series. This website covers our hopes for the “battle” component of our project. The backend animal hierarchy that we implement is inspired by a much larger base of existing systems. Websites like http://a-z-animals.com/ and wikipedia have large detailed lists of animals that we will be able to use to build our database; these websites will be straightforward to parse and obtain animal data for our database. This is important for us as we want the users to be able to browse the animals to create their battle team with as much ease as possible.

In the end, our target audience is the intersection of Pokemon fans and animal enthusiasts, as well as those who have played the Pokemon game and are interested in a fresh new take on the series. Hypothetical stakeholders of this product (if it were to be produced and published for the mainstream internet) would be identical to those of PokemonShowdown.com, and would consist of ourselves as the creators, any potential

advertisers, and of course the target audience. Due to the current success of PokemonShowdown.com and the existence of multiple sites containing easily parseable information on animals, our project is well within the domain of feasibility.