Pokemon Go Storage Manager

I am making a tool I plan to use for a mobile game I play called Pokemon Go. In Pokemon Go, storage is a limited resource and you often have to clean up your inventory of junk Pokemon. Same Pokemon can be differentiated by their personal stats, movesets and attributes, and what purpose the Pokemon serves to the player. Thus, a problem many players face when managing their storage is deciding which Pokemon to keep and which to throw away. The answer heavily depends on each individual's play-style and what they value in the game – some players want to build Pokemon for battling against other players while others want to build Pokemon for battling against AI enemies. The optimal Pokemon for each player can be different. Thus, there will be a custom filter system in place that players can build to ensure their specific demands are met.There are no current tools that sufficiently solve this problem, and it is a problem me and many other players I know encounter, so I believe there is a significant niche and demand for this web application. Since the game is mobile, I want to ensure the website has an easy to use and sleek design for mobile phones.

Pages:

Home page – Will have a brief tutorial on the home page with pictures and text of the website's purpose and how to use it.

Storage – Will be a page visually representing a user's current inventory as well as an input field to input new Pokemon.

Filters – Page where the users will build the custom filters that are applied to their storage to determine which Pokemon should be kept and thrown out

Optimizer (?) - Page where the calculations are run and the website tells the players which Pokemon to keep or remove

Account/Profile – Page where users can change their account settings and set up a shareable profile of their storage for other users to view. Accounts won't be necessary to use the site, but they will be necessary to save user's inventory and custom filters; otherwise, the Pokemon inventory and filters will have to be re-made each time they use the website.

Data

Pokemon have several different attributes to consider that are pertinent; among them are species, gender, IV's (stats), moveset, and other minor attributes. Users can manually enter the Pokemon and their stats, or alternatively they can enter a CSV file exported from existing Pokemon stat checking tools (CalcyIV, PokeGenie).

Custom filters can be built that determine which Pokemon is the optimally best one to keep based on certain mathematical calculations. These filters will also need to be saved.

Users can optionally create accounts to save their inventory and custom filters. Accounts can additionally have public profiles that other users can view their current inventory with.There will need to be log-in security for these accounts, and associated administrative accounts to manually update the user accounts when needed.