Pokémon Go Manual

[insert intro description of app]

# Player Account

Create an account

1. Enter a username
2. Enter a password. It must contain the following:
   1. Minimum of 8 characters
   2. At least 1 uppercase letter
   3. At least 1 lowercase letter
   4. At least 1 number
   5. At least 1 symbol

Once your account has been crated, you will receive a player status message. This will alert you of your username, level, and experience. A player will also be notified a random starter Pokémon has been given to them, and the player will receive 10 pokeballs, potions, and revives to start.

# Main Menu

Select from the following options by entering the number associated with each:

1. Battle Pokémon
2. Capture Pokémon
3. Use an Item
4. View Pokémon
5. View Player Status

## Pokémon Battle

* Once you’ve decided to battle a Pokémon (option 1), you will receive the following alert:

“A wild [Pokémon] has appeared! (HP, CP)”

“Who will battle [Pokémon]?”

* At this point, the player will then be shown a list of available Pokémon to battle the wild Pokémon. Again, select a Pokémon to battle the wild Pokémon by entering a number.

### Battle Menu – What will you do?

After the player has selected a Pokémon to fight in the battle, the player needs to specify how to proceed.

* Attack
  + Engage and attack the wild Pokémon
* Use Item
  + Select an item from your bag to use during the battle
* Change Pokémon
  + Select a different Pokémon to attack with.
* Run
  + Run from the wild Pokémon and do not battle it.

### Attack

By selecting option 1, the player decides to attack the wild Pokémon. The player can accomplish several things by attacking a wild Pokémon.

* Weaken the Pokémon to capture it
* Battle the Pokémon until it’s been killed
* Battle the Pokémon to level up captured Pokémon

Each Pokémon has 2 moves. The player must select which move to attack with first. After selecting a move, a battle sequence will occur.

* The player’s Pokémon will attack. It will use the selected move, and the app will alert the player how much damage the move dealt. The game will also show the remaining HP of the wild Pokémon.
* The wild Pokémon will attack immediately after the player’s attack. The player will see a message saying what move was used, how much damage was dealt, and how much HP the player’s Pokémon has remaining.
* After the sequence, the player will again see the battle menu. The battle sequence will continue until one of the Pokémon has been defeated, or the player selects a different option.

Once one of the Pokémon in the battle reaches 0 HP, the player will receive another message. It will say:

“[pokemon1] has been defeated”

“[pokemon2] has won the battle!”

* At this point, the game returns the player to the main menu to perform another action from above.

If the player’s Pokémon wins the battle, the Pokémon will gain experience. The player will also gain experience form winning a battle.

## Capture Pokémon

From the main menu, the player may also decide to try to capture a wild Pokémon (option 2). Once selected, the player will receive a similar message as the battle method:

* “a wild [level] [Pokémon] has appeared! (HP, CP)”

the player is then prompted to select an item to use. To capture the Pokémon, select a pokeball. If the Pokémon was captured, the game will alert the player:

* “[Pokémon] has been captured!”

After capturing a Pokémon, the player will also receive experience points.

## Use an Item

If the player selects to use an item, a list of items in the player’s bag will be displayed.

* The player needs to select an item to use.
* If applicable, the player must then select a Pokémon on which to use the item
* For potions, revives, etc., the player will receive a message stating how many HP has been restored, and what the Pokémon’s HP is after using the potion or other item on the Pokémon.

The game then returns to the main menu.