# Product Requirements Document (PRD): Enhanced Battle Experience for Pokémon GO

## 1. Types of Users

**1. Player**

Pokémon GO users who actively participate in battles. Players can select and manage multiple fast and charged moves for their Pokémon, see distinct move animations, and utilize an improved energy system for better strategy.

**2. Super Admin**

Responsible for configuring and managing the battle experience, adding new moves, updating animations, and overseeing gameplay quality. Admins ensure the new battle system functions smoothly and is up-to-date with relevant features.

## 2. User Experiences

### For Players

**Expanded Move Selection**

Players can now select up to three fast moves and two charged moves for each Pokémon, allowing for more diverse battle strategies. The Pokémon’s move selection can be customized pre-battle and updated based on Pokémon leveling.

**Dynamic Battle Interface**

The battle screen is redesigned to display multiple move buttons, with a unique layout that shows fast moves on one side and charged moves on the other. The interface includes a real-time energy meter to help players plan their next moves.

**Distinct Move Animations**

Each move is represented by an animation that visually reflects its type and intensity. For example, Thunder Punch has a close-range punch animation with electric sparks, while Thunderbolt has a larger, more dramatic electric strike from the sky.

**Energy Management System**

Players can switch between moves based on energy availability, adding a tactical layer to the battle. This system regenerates energy gradually and encourages players to balance between weaker fast moves and more powerful charged moves.

### For Super Admins

**Battle Configuration Management**

Admins can update moves, animations, and manage new battle functionalities. This involves regularly adding new moves, customizing their energy requirements, and ensuring each move has a unique animation.

**User Experience Monitoring**

Super Admins can track feedback on the new battle system, monitor issues, and manage updates to the user interface. They ensure smooth integration of additional moves and animations.

**Quality and Compliance Assurance**

Admins oversee battle quality and test new features for performance issues, ensuring compliance with visual and gameplay standards, optimizing the game’s resource usage, and guaranteeing a responsive experience.

## 3. Success Metrics

**Player Engagement Metrics**

**Battle Usage Rate**: The number of battles played using multiple moves and distinct animations.

**Average Battle Duration**: Tracks if battles are taking longer due to added strategic options, showing players’ deeper engagement.

**User Satisfaction Metrics**

**User Feedback**: Reviews and ratings specifically mentioning the enhanced battle experience, visual improvements, and strategic depth.

**Move Diversity Adoption:** Percentage of players who use Pokémon with more than two moves in their battles, indicating how well the feature is embraced.

**User Growth Metrics**

**Monthly Active Users (MAU)**: Tracks active players each month.

**Retention Rate**: Measures the percentage of players returning to the game after the battle system update.

## 4. Mockups

**Battle Screen Layout**

Displays three fast move buttons on one side of the interface and two charged move buttons on the other. An energy bar is positioned below the Pokémon, dynamically indicating available energy.

**Unique Move Animations**

**Thunder Punch:** A close-up animation with the Pokémon’s fist enveloped in electric sparks, followed by a punch.

**Thunderbolt:** A large electric strike animation from above, visibly more intense.

**Thunder Shock**: Quick, light electric sparks surrounding the target Pokémon for a minor effect.