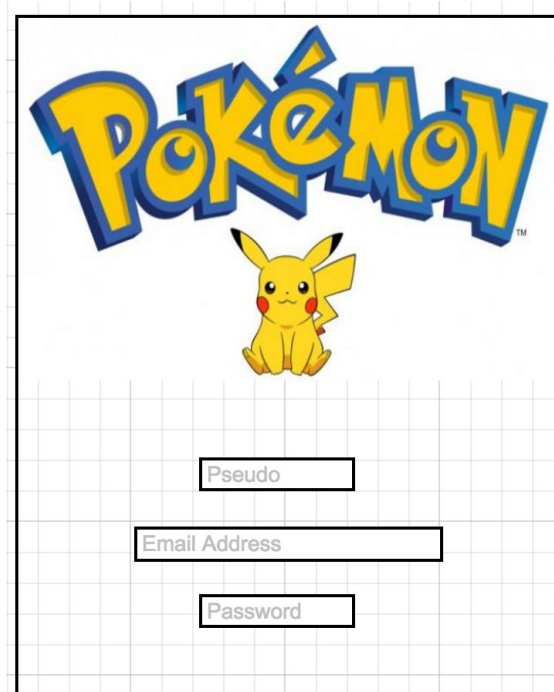


Manual

Connection to the application

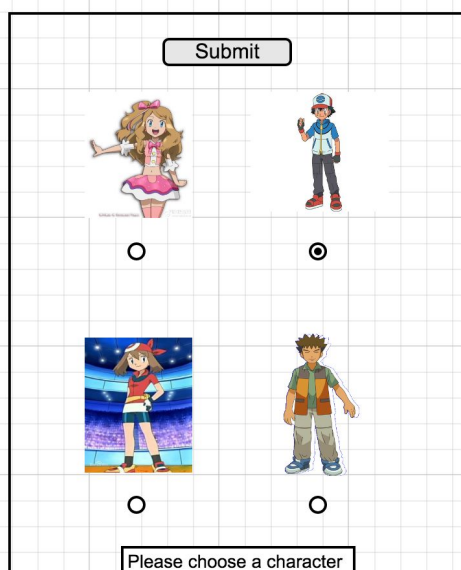
We connect to application with user's Email and pseudo, password, if user is not registered, he/she has to create a new character. Or he/she continues the previous progress.



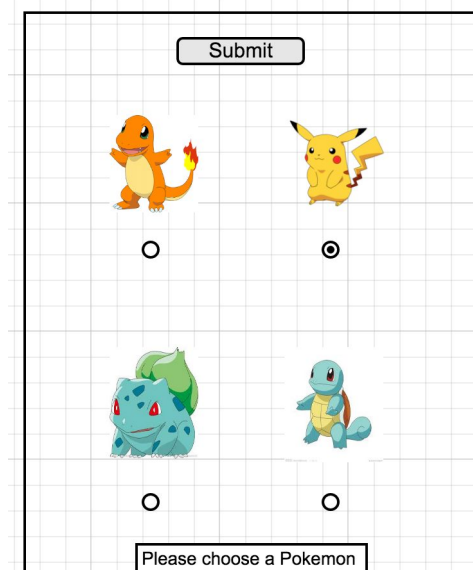
A login form with a grid background. At the top is the Pokémon logo in yellow and blue, with a small Pikachu character below it. Below the logo are three input fields: 'Pseudo', 'Email Address', and 'Password', each with a small 'x' icon on the right. The form is enclosed in a black border.

Creating a new character

The user chooses a character and a pokemon by clicking on radio button and submit button. The user goes to the main view, receives some pokeballs and potion to start the game.

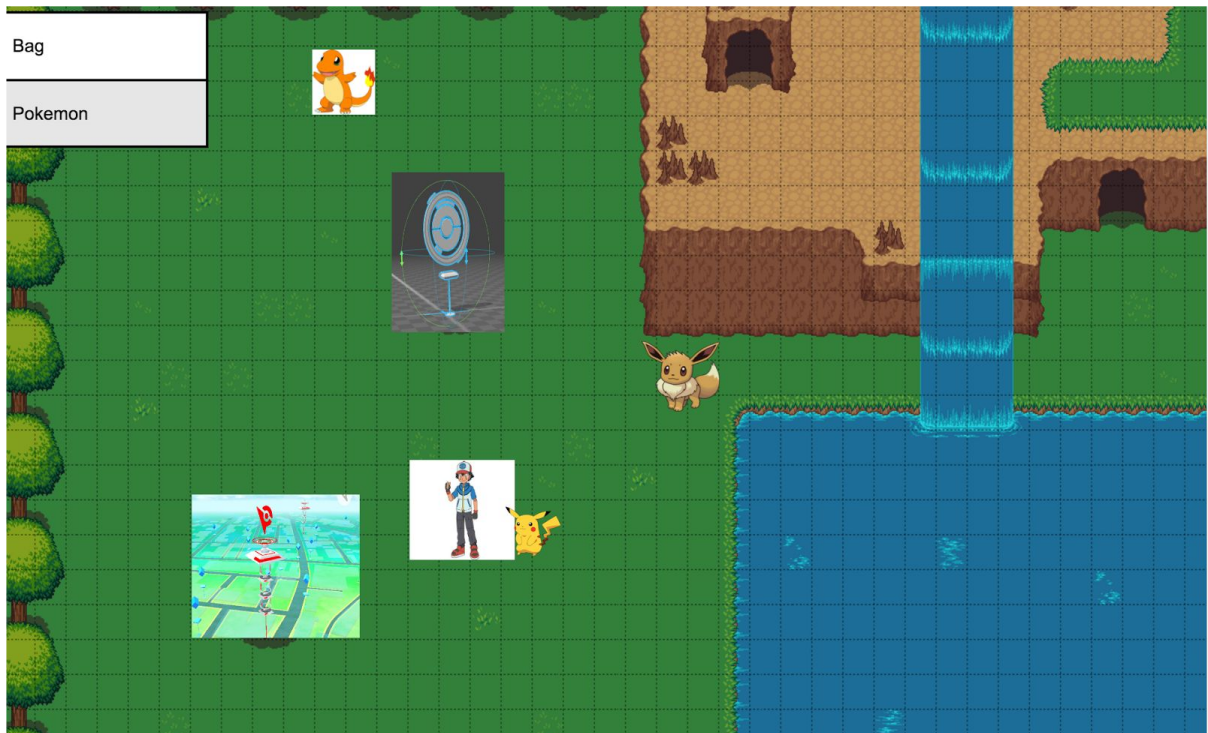


A character selection form with a grid background. At the top is a 'Submit' button. Below it are four character images arranged in a 2x2 grid. Each image has a radio button below it. The characters are: a girl in a pink dress, a boy in a blue shirt and cap, a girl in a red shirt and cap, and a boy in a green shirt and cap. At the bottom is a label 'Please choose a character'.



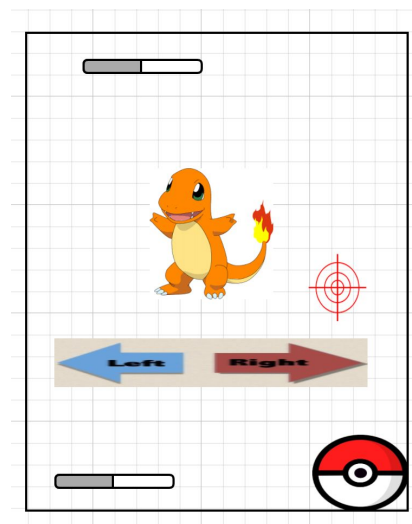
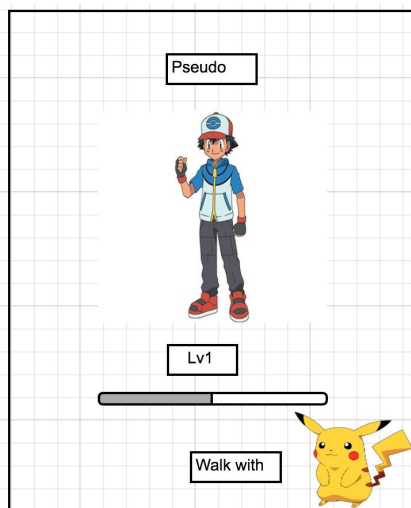
A Pokemon selection form with a grid background. At the top is a 'Submit' button. Below it are four Pokemon images arranged in a 2x2 grid. Each image has a radio button below it. The Pokemon are: Charmander, Pikachu, Bulbasaur, and Squirtle. At the bottom is a label 'Please choose a Pokemon'.

The main view



- The player sees pokemons around him
- The player can select a pokemon in a defined perimeter (The player is the center of the area), by clicking on it.
- Once the pokemon is chosen the battle view is shown.
- The player can select a poke stop by clicking to receive portion and pokeballs.
- The player can fight against a player into the gym by clicking on it.
- The player quit the game and the application saves the current progress.

Battle View



The player sees the wild pokemon's life during the battle view, the wild pokemon moves left and right. The player targets the pokemon using his pokemon or a pokeball in order to catch it.

The player can catch the pokemon if he managed to weaken the pokemon is weak.

If the player fails to weaken the pokemon in a defined time, or managed to kill, he cannot recover it.