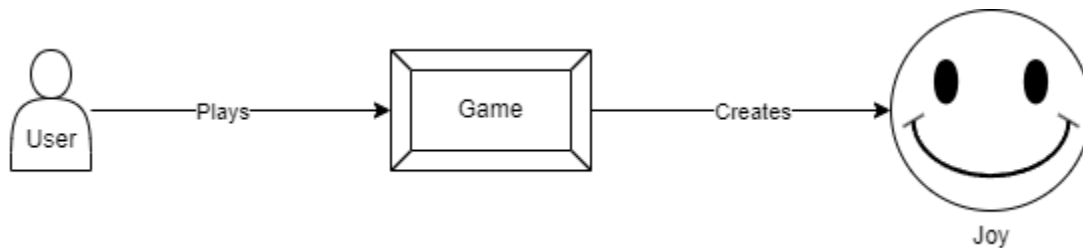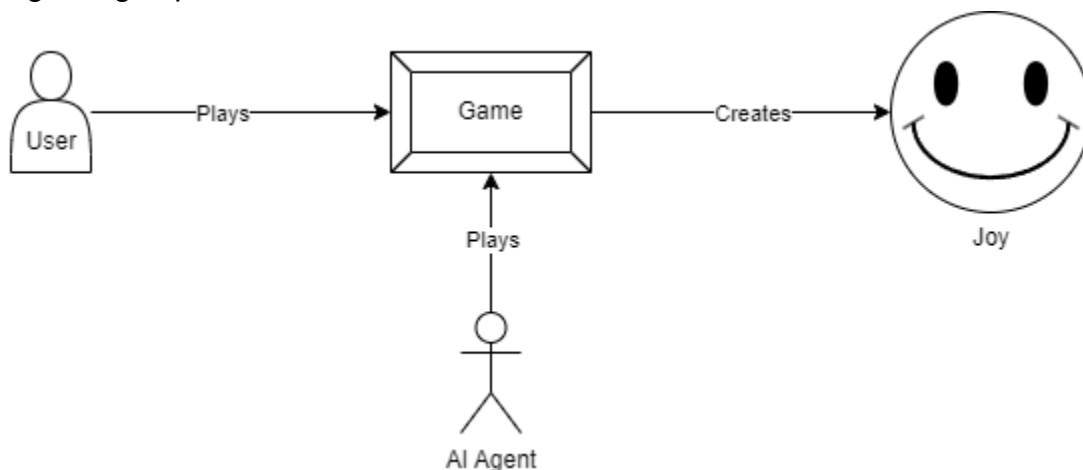**Design D0:**

In this diagram, the user (player), which is represented by the person icon, is playing the game to reach the goal of having a fun and unique gaming experience, which is represented by the smiley face.

Design D1:

In this diagram, the user (player), which is represented by the person icon, is playing the game. This diagram shows that the enemy in the game will be an AI agent, playing against the user. Just like the first diagram, playing this game will create a fun and unique gaming experience.

Design D2:
In this diagram, the user (player), which is represented by the person icon, is picking a team of Pokemon and playing the game against the AI agent. This diagram lists more details on how the AI agent introduced in the last diagram will learn to play against the player using the game environment.