

# Who's That Pokémon?

Functional Specification  
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## OVERVIEW

'Who's That Pokémon?' is a memory game in which the players attempt to guess which/what Pokémon is on the screen based on it's silhouette. Much like the game at the end of the program we all grew up with.

The game was originally designed to be a card matching game, but we felt that this was a more nostalgic approach.

## SCENARIOS

### *Scenario1: Ash*

Ash wants to match 'em all! He spends all his spare time studying, drawing, playing, and spending time with Pokémon. He is also very competitive, with his greatest competition being a neighbor boy named Gary.

Wanting to perfect and hone his Pokémon recognition skills, he plays this game on a daily basis to get the top score (match them all with no mistakes!) and beat Gary's score as well. He wants to be the very best!

### *Scenario2: Misty*

Misty is the youngest of four sisters. She and her sisters run the Cerulean city Gym which specializes in water Pokémon. Her sisters always pick on her and tell her that she will never amount to anything. She wants to prove them wrong.

One day she leaves town on her own mission to become the greatest water Pokémon trainer in the world! She knows that there are a lot more out there than just what her sisters have shown her, so she plays the game in order to expand her knowledge of water Pokémon.

### *Scenario3: Jessie*

Jessie is a member of the evil gang Team Rocket! Their goal is to take control and enslave all the Pokémon in the world so that they can achieve world domination (dun dun dunnnnnn)! But most of all, they capture rare/legendary Pokémon from throughout the world and force them to do their bidding.

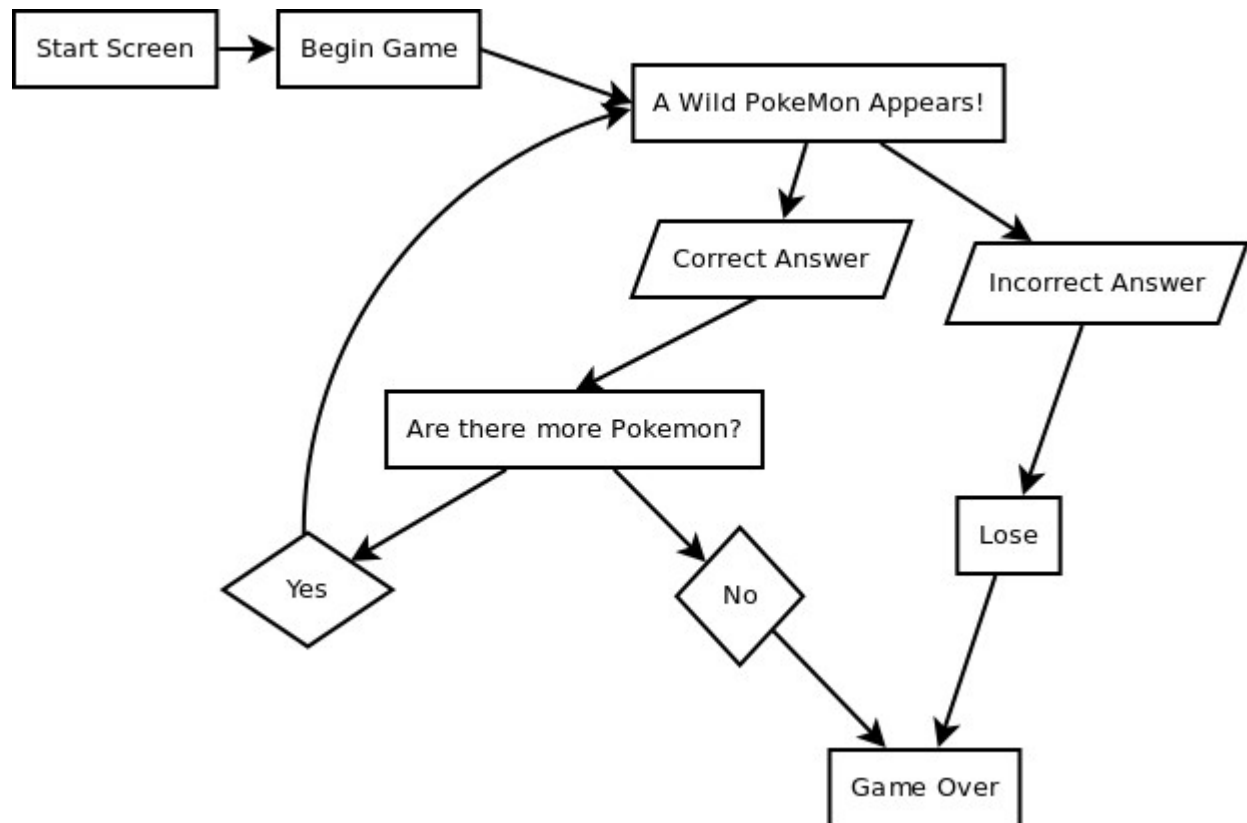
In order to learn more about rare and legendary Pokémon, Jessie uses the game to teach herself; everything from their location, to their powers, to their weaknesses.

## NONGOALS

This game does NOT support the following features:

- ◆ No Pokémon beyond Generation I
- ◆ Not actually catching Pokémon
- ◆ Does not reveal personality types of Pokémon
- ◆ Does not include Gym Battles
- ◆ The card game will not be utilized
- ◆ Speed

# FLOWCHART



# SCREEN BY SCREEN SPECIFICATION

## 1) Start Screen

Direction on how to start Game

Start The Game

Look at the Scoreboard

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**PUSH SPACEBAR TO BEGIN■**



## 2) Rules

A player has as many turns as they want as long as they don't get the answer wrong on a Pokémon.

If the player gets the answer wrong

Lose Game

Game Over

If the player gets the answer right

Are there still more Pokémon?

If yes

Print Score & Encouragement

Move on to next Pokémon

If not

WIN! Pokémon MASTER!

Game Over

### 3) Game

A Pokémon's silhouette is printed. The player is prompted to input their guess.

Enter Guess: PIKACHU■



### 4) Continue Game

Player is given encouragement and current score. New Pokémon appears and next prompt for guess comes up.

Way to go!  
Current Score: 1  
Enter Guess: ■



5) Lose Game

Player is given advice and current score. Game over.

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**Earn some badges before you try to train strong Pokemon.  
Your score was: 1**

6) Win Game

Player is congratulated and given score. Game Over.

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**Congrats!! You are the Pokemon Master! Score: 3**