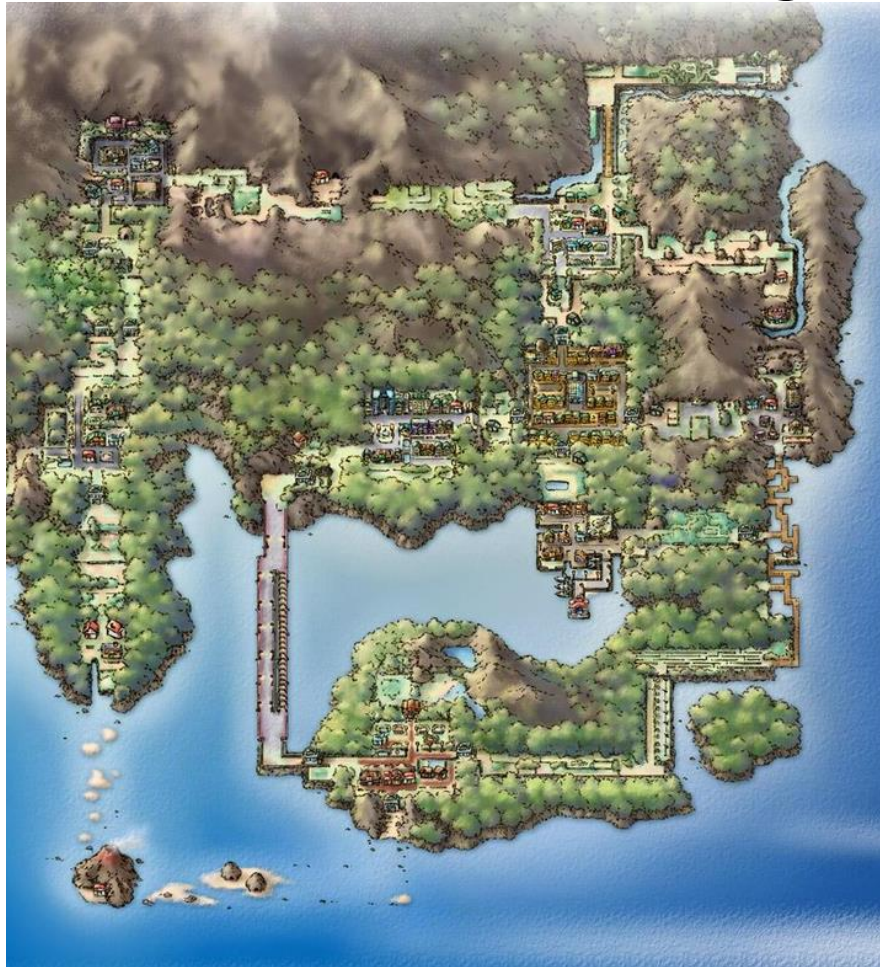


Pokémon Map Project



Software Development Team

Jacob Gonos

<https://github.com/JAG240>

Alan Chen

<https://github.com/achen298>

Documentation

Victor Sansing

<https://github.com/Stonewall64>

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Project Introduction

The Pokémon Map Project provides an interactive map for users to explore the Kanto region within the Pokémon universe. The website contains each of the routes and points of interest (POI) used within the video game. At each route or POI, the user will see the catchable Pokémon along with relevant information unique to each location.

License and Usage Information

Pokémon is owned by Nintendo, GameFreak, and Creatures. The contributors of this map do not express ownership of any of the Pokémon nor of any of the images of the Pokémon.

This project is released under Creative Commons BY-NC 4.0 and can be accessed by navigating to <https://creativecommons.org/licenses/by-nc/4.0/>.

Document Overview

The usage aspect of this document is divided into two sections. The first is the **Developer's Guide**, which should be used by contributors looking to add additional features or revise current code. The second is the **User's Guide**, which is a reference to how the software should be used. Below the respective guides is a bug section where known bugs are added for future developer and user acknowledgement. Any changes made to this document will be noted in the **Release and Change Information** section.

Developer's Guide

Project Organization

The developers created a folder structure to organize the components of this project.

Folders

citytownHTMLframe

Frame within the HTML that contains information for each city in the Kanto region. Displayed within the index.html file.

citytownHTMLOutput

Like the HTMLframe this folder incorporates various information for each city in the Kanto region. This is the image displayed on the standalone page.

CSS

Contains the CSS information to enhance the appearance of the Map.

HTML

Contains HTML code for the Pokémon Map. Included in this section is "Analysis.html" that contains the results of the Pokémon Map.

Images

Divided into subfolders, each pertaining to the applicable areas in the Map. This directory contains all of the images used in the Map.

JS

Contains file "imageMapResize.js" that will resize the background image based on the size of the browser window.

landmarksHTMLframe

Frame within the HTML that contains information for each landmark in the Kanto region. Displayed within the index.html file.

landmakesHTMLOutput

Like the HTMLframe this folder incorporates various information for each landmark in the Kanto region. This is the image displayed on the standalone page.

Locations

Contains XML files that hold the information for each Route, City-Town, and Landmarks.

networkgraphs

Contains PNG and SVG files that provide visual information related to each route and the Pokémon types that can be found.

networks

Houses the backend information for the networkgraphs information.

Pokemon

Contains XML files for the information related to each of the Gen One Pokémon.

pokemonHTMLframe

Frame within the HTML that contains information for each Pokémon in the Kanto region. Displayed within the index.html file.

pokemonHTMLOutput

Like the HTMLframe this folder incorporates various information for each Pokémon in the Kanto region. This is the image displayed on the standalone page.

routesHTMLframe

Frame within the HTML that contains information for each route in the Kanto region. Displayed within the index.html file.

routesHTMLOutput

Like the HTMLframe this folder incorporates various information for each route in the Kanto region. This is the image displayed on the standalone page.

schemas

Contains the schemas to hold the XML information.

temp

Holds the temp Pokémon XML files.

User's Guide

Launching the Pokémon Map

To launch the Pokémon Map, double click the **index.html** file. This is the main file to access the Pokémon Map and allows you to access all parts of the website. The Navigation Bar (navbar) can be found on the top left of the page along with a welcome message.

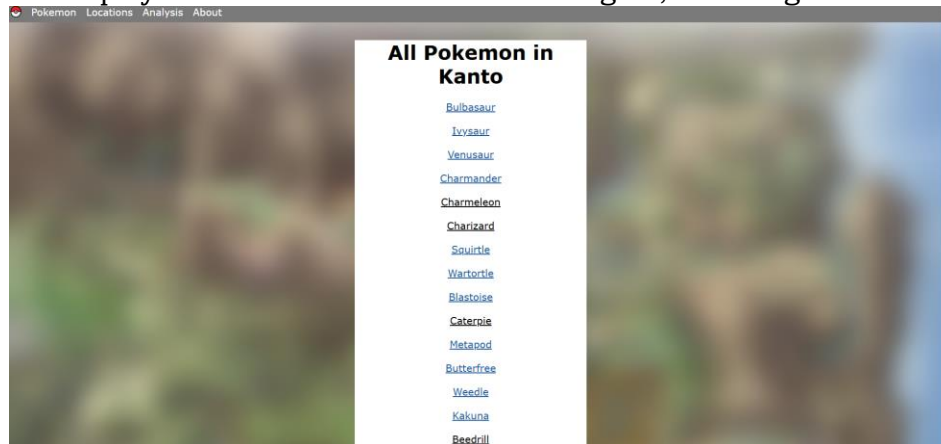
Navigation Bar



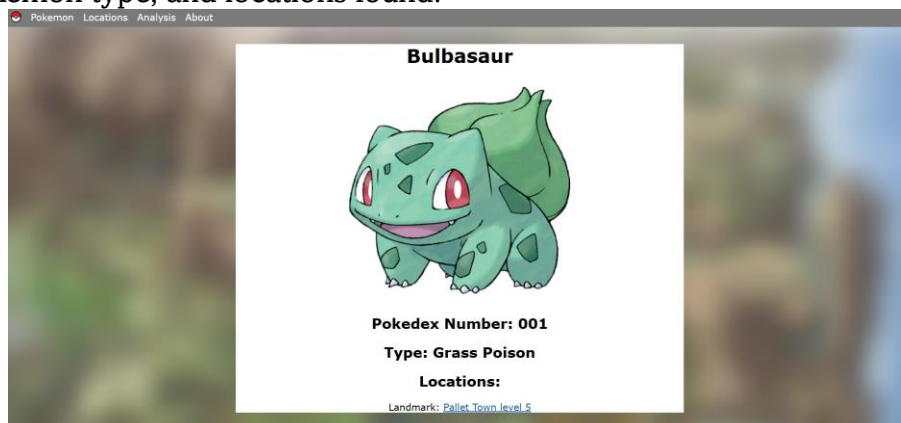
The navigation bar contains five different locations that can be accessed.

The Pokémon ball logo will allow you to access the Pokémon Map.

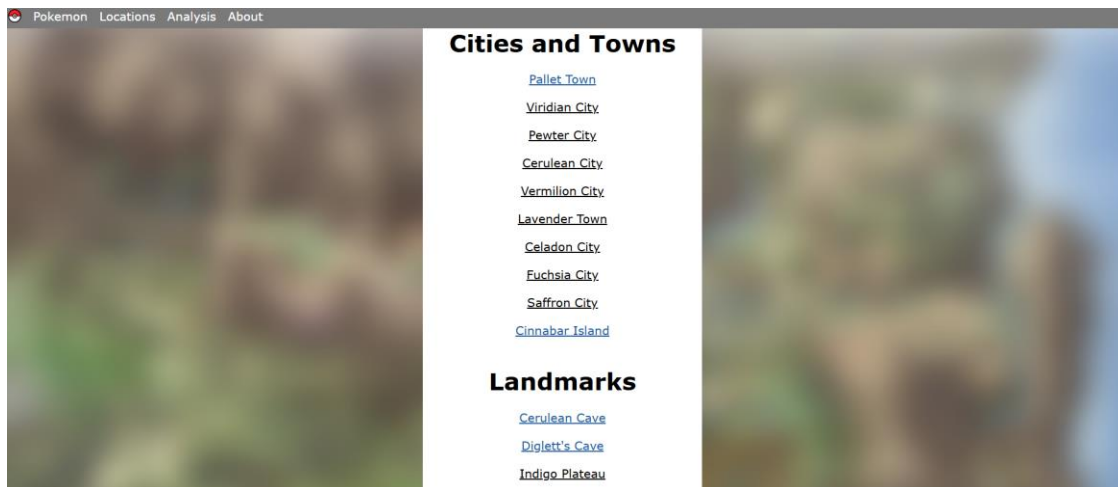
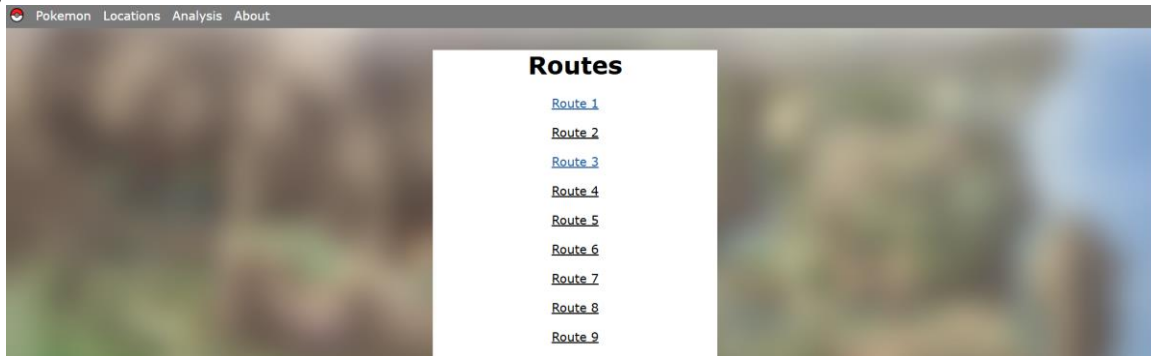
Pokémon will display all 151 Pokémon in the Kanto region, including their evolutions.



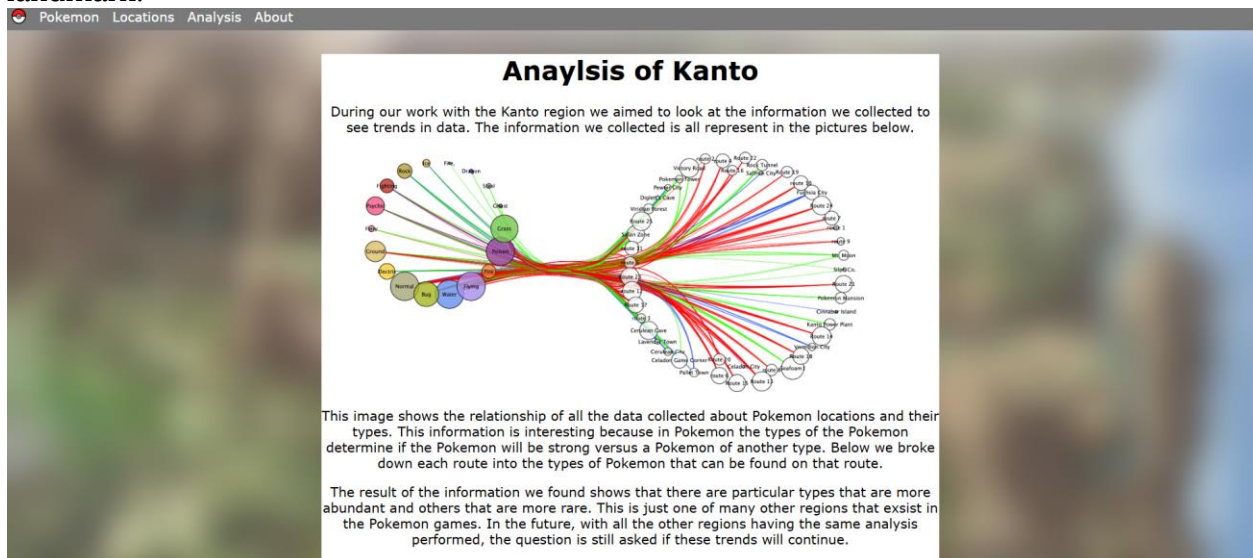
After selecting the desired Pokémon, you will see a page that displays the name, Pokédex number, Pokémon type, and locations found.



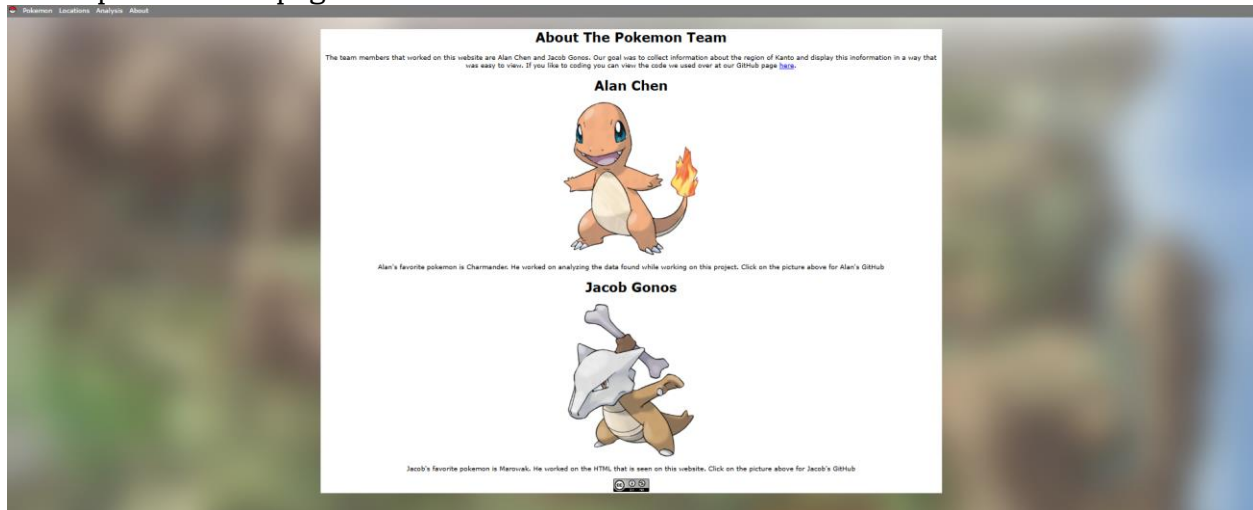
Locations will display all the routes, cities and towns, and landmarks within the Kanto region.



Analysis will show the Pokémon type to the landmark, along with specific data to each landmark.



About provides information about the original developers. The Pokémon are links to each developer's GitHub pages.

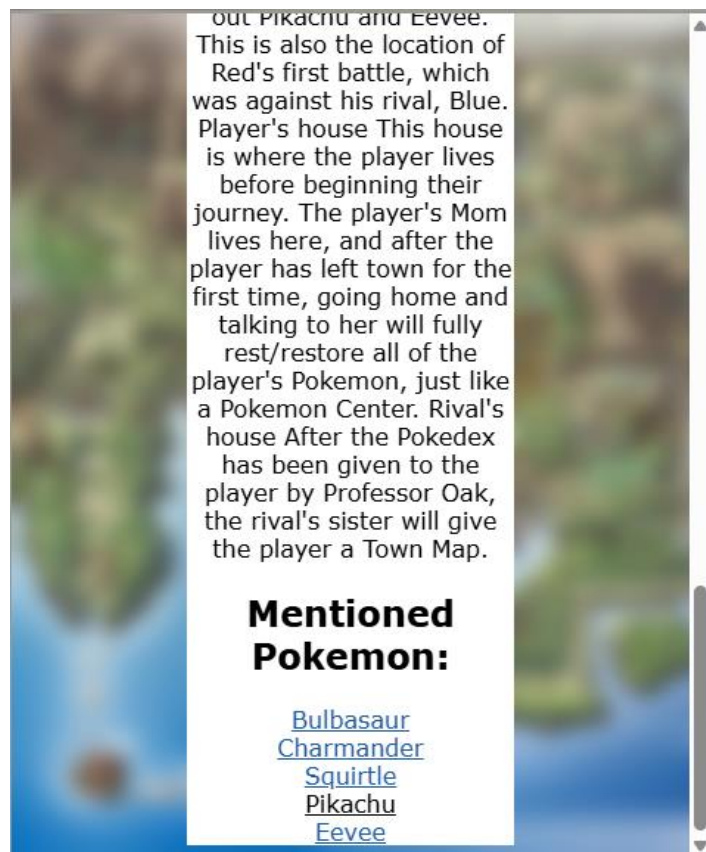


The Pokémon Map

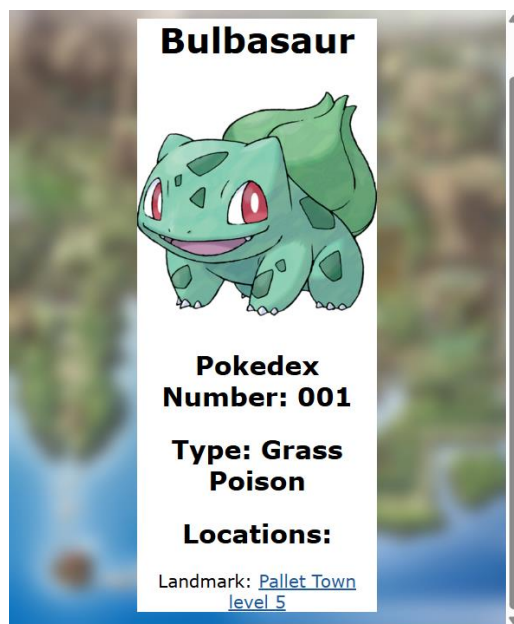
Upon launching the website, you will be greeted with a screen that displays a welcome message, an interactive image of the Kanto region, and a subsection on the right that displays more information about the locations. By default, the Pallet Town information will display.



By using the scroll bar, additional information will be displayed. At the bottom will be a section that provides the mentioned Pokémon in that landmark.



When following the link, by selecting the Pokémon name, you will be given a new subsection that will display the Pokémon name, Pokédex number, Pokémon type, and Locations this Pokémon can be found.



Known Bugs

| Bug Description | Resolution Summary | Fix Commit |
|--|---|------------------|
| NavBar and various images do not display | Fixed navbar not displaying on main output pages and images not displaying throughout the website | 1000, 1001, 1002 |
| | | |
| | | |
| | | |
| | | |

Release and Change Information

| Change Summary | Author Name | Date (mm-dd-yyyy) |
|-----------------|----------------|----------------------|
| Initial Release | Victor Sansing | 06-3-2025 |