

Me: Ok Julian what's the thing you that you think should change or like, do you want me to add anything?

Julian: For your team here, is this just for the program? Or are you gonna have like a drop-down where it shows like Pokemon on your team.

Me: Ah, no, there's an import feature for Pokemon Showdown, like paste it down here and it will like, do its stuff.

Julian: So, are you gonna add lie, so you can see-

Me: It's just like an input, yup. You take in the calculation stuff from your team and stuff like that.

Julian: Does this also take into account like opponent's Pokemon like, stats and move and items as well?

Me: The move and item you have to put it in by yourself to the damage calculator, maybe hold, the notes here...maybe I should add a feature where, actually, putting every item into the database would be a heck ton of, like, thing so I think this part you have to like, note it in by yourself what you do but, the move advisor plan on like making a basic common sense program where you predict the basic move and stuff like that. But I plan on putting every Pokemon's stats and stuff into the database.

Julian: So the note is like, you can type yourself? So the program doesn't put anything for you like what you should do is it is this like a move recommender or you have like, the move advisor will you also have the "what you should do", like what's the difference between and the move advisor?

Me: Oh the move advisor, basically the thing that you put here and the thing that will come out the calculation based on the team that you put here and database based on your opponent's Pokemon. The thing here, if you click record moveset of that Pokemon it'll record the moveset and stat of that Pokemon and improve on the move advisor. I'll try to make it like that so it will use the feature of the damage calculator and see whether what you should do.

Julian: You know what I didn't like is the record moveset thing, like, are you able to go back and see the move you make and the move your opponent makes to see the possible mistake you did and the pattern of your opponent, cuz if there's a playback feature where you can go over and see.

Me: That's a good idea

Julian: Or the record moveset just for in-game, so it can predict on what you should do.

Me: At first this feature is for the record just to predict the move it does but I think you have a point I should make it like that so you can record the battle and see which move you can do better and stuff like that

Julian: umm, and so possible swap is this like um, manual notes or is this from a recommender?

Me: It'll be from the recommender, when a battle starts it will give the predict of the team of the opponent also right so if I put the database of every Pokemon in here it will take in account of all the type chart and predict the basic ones

Julian: So how did you like, make it so cuz you can customize the stats of the Pokemon that you used to make like whether you wanted it to be special attacker or physical attacker like how did you incorporate that when you insert the team.

Me: I'm planning on looking up online on how to separate the text of the team but on the thing about whether it is a physical damage or special damage that part should be easy because if I can separate the text, like what it should take in then, I can set them as different value and use this value for attack and this value for calculating a special attack and something like that.

Julian: will it tell you on the app whether the opponent Pokemon that you're going against, like, their strength and their weaknesses, like do they have a good special defense or physical defense, whether they're a glass cannon

Me: Make sense, I should add that as like, another advisor window about an analysis of that Pokemon

Julian: Yeah, if that's possible

Me: yeah if it's possible, maybe I should add like, Smogon's analysis too. Maybe that might not be possible but I'll try. But at least that should be the analysis of the stat.

Julian: Yeah. So so for the important counter Pokemon, does it take Pokemon from your team?

Me: Yes

Julian: And like, does it show which Pokemon on their team counter your Pokemon? Or no

Me: ah, no, it's just for note, like, which Pokemon you need to keep alive to counter that Pokemon, such as keep your Rotom-wash alive and something like that.

Julian: I really like this page (damage calculator), though it was done super well.

Me: Oh yeah, should I put the type in another tab? Or is it fine in the damage calculator

Julian: I think the type chart is good in the damage calculator cuz it fits under... I mean when I play I always have another tab open for type chart. It's good that it's right here so I can see. I think this is done super well. And that was all of my initial comments. I really like the predict, I thought this was done super cool, and the advisor thing, my main thing that I think would be cool is if there is a playback feature

Me: Ok, I'll note that down

Julian: Like, if you can add a playback feature and like, a basic analysis of the Pokemon

Me: Ok, playback feature and the analysis of the Pokemon. Should I add like, analysis of your Pokemon also? Or show the base stats of your Pokemon and the opponent's Pokemon.

Julian: Should it? Like, you could, I think the analysis of the Pokemon is more like, for beginners, you know like me who doesn't necessarily always know the stats of the Pokemon but you should know the stats of your own.

Me: Ok, so only in-depth analysis of the opponent's Pokemon like the range in EV and IV and the range in damage and stuff like that

Julian: Yeah, I think that would be... if that's possible it would be really cool, and the record, like the playback

Me: Ok, I should be able to do that. Alright, thanks.