Total Word Count: 1999

Problem Statement

- Julian F. John(the client) is not yet experienced with competitive Pokemon and need help in identifying the potential threats in the opponent's team and how to deal with it.

Word Count: 30

Description of Scenario

- In the interview, Julian have a problem dealing with certain Pokemon that have type advantages against the Pokemons he have in his team, especially when it have type advantages over every Pokemon left on his team.[1] This leads to him not being able to decide on which Pokemon should be sacrificed to gain back the advantage.
- Furthermore, he have a problem predicting the damage that will be dealt with his Pokemon when he swaps or letting the Pokemon tank the attack, whether it is going to be one-shotted or not.[2]
    - For example, it is hard for him to predict whether his fire type Pokemon will survive and retaliate against a Pokemon that can use a water-type attack.
- Julian have some problem dealing with Pokemon he is not familiar with, whether it is a physical attacker or special attacker, glass cannon or tank.[3]

Word Count: 142

The Rationale for the Proposed Product

I decided to write a dedicated program using a programming language because the solution requires storing data, complex calculations and logic, and fast automation, which are easier done on an application rather than on a website or other format. It will use a GUI for ease of use and navigation through the application of the user.

I decided to use the NetBeans platform Java language for the following reasons because:
• I am familiar with Java
• it runs on both Windows and macOS
• it has a good development environment

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[1]Julian F. John, first interview by Thachakrit Komolkhetruck, Bangkok, November 19, 2019, transcript question # 7, 3:10 - 4:00, Appendix 1 Initial Interview
[2]Julian F. John, first interview by Thachakrit Komolkhetruck, Bangkok, November 19, 2019, transcript question # 7, 3:10 - 4:00, Appendix 1 Initial Interview
[3]Julian F. John, second interview by Thachakrit Komolkhetruck, Bangkok, December 5, 2019, 5:12 - 5:34, Appendix 2 Prototype Interview

• it is free and requires no licensing

Being able to run on both macOS and Windows through NetBeans platform is attractive because many students use Mac only for their school works and when they are at school and use a Window PC at home to play games, thus it allows the student to use it both at home and at school.

<div align="right">Word Count: 153</div>

Success Criteria

- What the program will do
    - Able to store data about difficult situations and how to deal with it to deal with it in the future.[4]
    - Able use user input and database to decide which action to take and what to keep in mind.[5]
    - It is able to calculate damage based on input and the database.[6]
    - Must work on OU tier format.[7]
    - Able to give analysis of opponent's Pokemon.[8]

- User-friendly features
    - The program can be hidden

- Error/exception handling
    - Check whether required informations are entered or not

<div align="right">Word Count: 99</div>

Interview

The transcript of the initial interview can be found here: https://pastebin.com/348q9cdP

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[4]Julian F. John, first interview by Thachakrit Komolkhetruck, Bangkok, November 19, 2019, transcript question # 7, 3:10 - 4:00, Appendix 1 Initial Interview
[5]Julian F. John, first interview by Thachakrit Komolkhetruck, Bangkok, November 19, 2019, transcript question # 7, 2:33 - 5:00, Appendix 1 Initial Interview
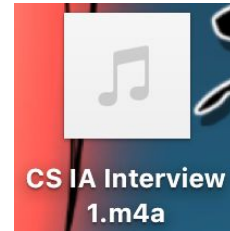[6]Julian F. John, first interview by Thachakrit Komolkhetruck, Bangkok, November 19, 2019, transcript question # 8, 5:00 - 5:27, Appendix 1 Initial Interview
[7]Julian F. John, first interview by Thachakrit Komolkhetruck, Bangkok, November 19, 2019, transcript question # 3, 1:20 - 1:38, Appendix 1 Initial Interview
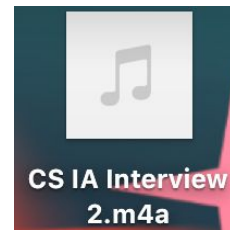[8]Julian F. John, second interview by Thachakrit Komolkhetruck, Bangkok, December 5, 2019, 5:12 - 5:34, Appendix 2 Prototype Interview

Important points from the initial interview with Julian F. John (my client):
https://pastebin.com/gLuFCJPN

Audio link and picture of the initial interview: https://chirb.it/44DzOK

CS IA Interview 1.m4a

Audio link and picture of the prototype interview: https://chirb.it/PK6Bp5

CS IA Interview 2.m4a

Word Count: 54

Pictures of the anotated prototype GUI: