

Initial Meeting Notes

Creative Director: Victor Baek

Designer: Jude Licea

Site outline:

- long page, top to bottom for chronological steps of the guide
- start with intro, obstacles/difficulties, choosing a team, playing game
- possible interactive parts for choosing team/checking stats of certain pokemon/opponents
- colors either dawns colors or default pokemon map colors for friendlier vibe

Detailed outline for actual content:

Information- introduce game, why its still a popular game for younger adults, why its so popular(difficulty of Cynthia, popularity of soundtracks, popular pokemon in gen 4 overall)
Also introduce the guide wont be strict but will recommend playing on "set" mode, level caps(not leveling pokemon past your opponents pokemon)

Obstacles- 8 gym leaders, final fight with Cyrus, last couple fights with rival, elite four, and Cynthia

Team- choosing a starter, and then choosing a team based on starter to have good coverage
-Will be customizable and not too strict, but will include need for certain types:water & flying(for travel), some sort of ice or dragon type move using pokemon(for Cynthia's Garchomp)

Playing Game- will just be simple tips on how to use team against the obstacles in chronological order, but the final part for Cynthia will be much more detailed

Post meeting:

Jude has a good idea of my visions for the website and will work closely to ensure the mockups fits my idea. Message on Slack for any questions

Sources:

https://pokemon.fandom.com/wiki/Walkthrough:Pok%C3%A9mon_Platinum - idea of top to bottom style guide/information

https://bulbapedia.bulbagarden.net/wiki/Appendix:Platinum_walkthrough - site has all ingame content in chronological order

<https://pokedex.net/pokedex/game/platinum> - pokedex for all gen 4 pokemon as well as other info such as stats and moves. I enjoy the simplicity and visuals of this site as well