

Title: Pokemon Showdown, a WebSocket application on Showdown

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Showdown is a popular web-based Pokemon competitive battling simulator that was created in 2011, attracting thousands of users and millions of visits every month. The Showdown Android project brings the gaming experience to Android platform in order to expand the user experience as well as to attract new users. The project contains two major components, a server side and a client side. First, the project solves various issues regarding web socket on Android, including connection consistency, memory management, and design pattern. Second, the project publishes an Android application that allows users to connect to Showdown's socket server and play with both web and mobile users. The Android application supports the majority of features available on the web application, including battlefield, animation, chat room, and various other utilities.