A majority of the time spent on this project was (perhaps unsurprisingly) the JavaScript functionality. At the end of the project, I ended up with 4 different scripts of varying lengths, an outcome I didn't exactly foresee going into this project. My first focus was on the functionality of the type matchup lists, since that is the primary functionality of the website. After that, I spent the better part of a few days figuring out all of the functionality for the example Pokémon list. In order to have the limit function with multiple types with my implementation, I actually created two lists, one for each type. Additionally, I dropped the region filter and turned the limit dropdown into a limit slider and numerical textbox. Even with the region filter gone, there are still more than 3 controls on the page. Aside from those changes, I mostly remained faithful to my original design below.

I currently have five values being stored in local storage in order to display the same search results if the user refreshes the page. The values stored are both types, the limit value, and the offset value of each individual example Pokémon list.

With the exception of the color palette, which I always wish I knew how to improve, I think the styling turned out clean and orderly. I also attempted to reduce the amount of vertical space being taken up as much as possible in order to avoid too much scrolling. As an added bonus, because I was frequently using Flexbox, I was easily able to implement sort-of responsive design without needing any media queries. Overall, I think the project is somewhere in the 90-95 range, most likely missing points for code that could be optimized and styling that isn't terribly sophisticated.

Links for the fonts I am using:

- Vollkorn Regular 400 (for most text) https://fonts.google.com/specimen/Vollkorn#about
- Open Sans (for labels) https://fonts.google.com/specimen/Open+Sans?query=open+s

API Link: https://pokeapi.co/docs/v2

Original Design Layout:

Pokemon Type Table

