**Pokemon Random Game**

1.make github repository

2.make flow chart

3.make visual scatch

3.start coding

a.create TS Vite structure

b.create TS type file

c.create HTML structure

d.create TS file with PLAY GAME function - make it have a replay method.  
 e.create a TS file with FETCH API function.

f.create a TS file with a SAVE DATA to player (use type file)-also save to CPU.

g.create TS file with a COMPER STATS function.

h.create TS file with SAVE RESULTS TO DATA BASE function.

i.style the HTML.

4.test the project - try to find bugs/errors.

5.make video presentation.

6.submit!

7.PLAY AND HAVE FUN :)