Pokemon random game

The player has 3 changes of pressing the random Pokemon button

He can choose to stop when he feels like it

If he uses the random button for the 3rd time, he has to use that Pokemon.

When the player finishes choosing his Pokemon, the CPU chooses a random Pokemon of his own

Then the stats of each Pokemon is shown one by one and after each stat you'll see which one has the higher stat

Stats: hp, p.attack, p.defence, s.attack, .s.deffence and speed (total 6)

If its a tie we will check weaknesses for an extra point

The pokemon who has more points (out of 7) wins.

to use DATABASE: we will make a login function for user authentication and game/result history for each player.

In this project i will:

1.fetch data from api

2.dysplay the correct data from the json object

3.manipulate and create elements in the DOM

4.use for/while loops

5.use if statements

6.use setTimeOut

7.use random

8.use classes

[8.Js](http://8.js)

8.5.Ts

9.HTML

10.CSS

11.MATERIALIZE