

WEB301 Assignment 2

Worth: 50%

Due Date: April 30, 2019

Overview:

For this assignment you will be using the PokeAPI to create a PokeDex directory using React. The application will simply function as a database lookup for the first 151 Pokemon listed.

Application Description:

The PokeDex will have a landing page that lists all 964 Pokemon.

- Each Pokemon listed should be in a 1:1 box which shows the pokemon's sprite (image) and their name underneath. The boxes should be laid out in a grid.
- Each grid item should be clickable
- When a grid item is clicked it should bring the user to a page that shows the Pokemon's information. The details to be presented on this page are as follows:
 - Pokemon Name
 - Image or Sprite
 - Table of their stats (the name of the stat and the value)
 - A back button

Technical Requirements:

- Use <https://pokeapi.co/api/v2/pokemon?limit=151> to populate the landing page.
- Each grid component will have to make an API call to the specific Pokemon endpoint provided by the list to obtain the picture. Create a loading animation within each grid item as the images load. Take measures to avoid flickering.
- Each grid item should be clickable and manage their own state
- Whenever you pass props you should use prop-types
- You should use react-router-dom for page navigation
- The Pokemon details page will also have to send API requests. Make sure you have a loading animation there that is consistent for what you used in the grid. Take measures to avoid flickering.
- Properly create the components and apply CSS modules
- Write tests with a minimum total coverage of 80%

Design Requirements:

- You are in charge of the design. Be creative. Make a header and other stylish embellishments

Breakdown:

- Creative custom design (15%)
- Smooth loading of application components and pages (20%)
- Proper use of axios and error handling (15%)
- Proper use of react-router-dom (5%)
- Proper use of prop-types (15%)
- Instructions were followed perfectly (5%)
- Proper props and state handling (10%)
- No console errors (5%)
- Unit testing requirements are fulfilled (10%)