

POKÉDEX

Foundation iOS

NOSSO GRUPO



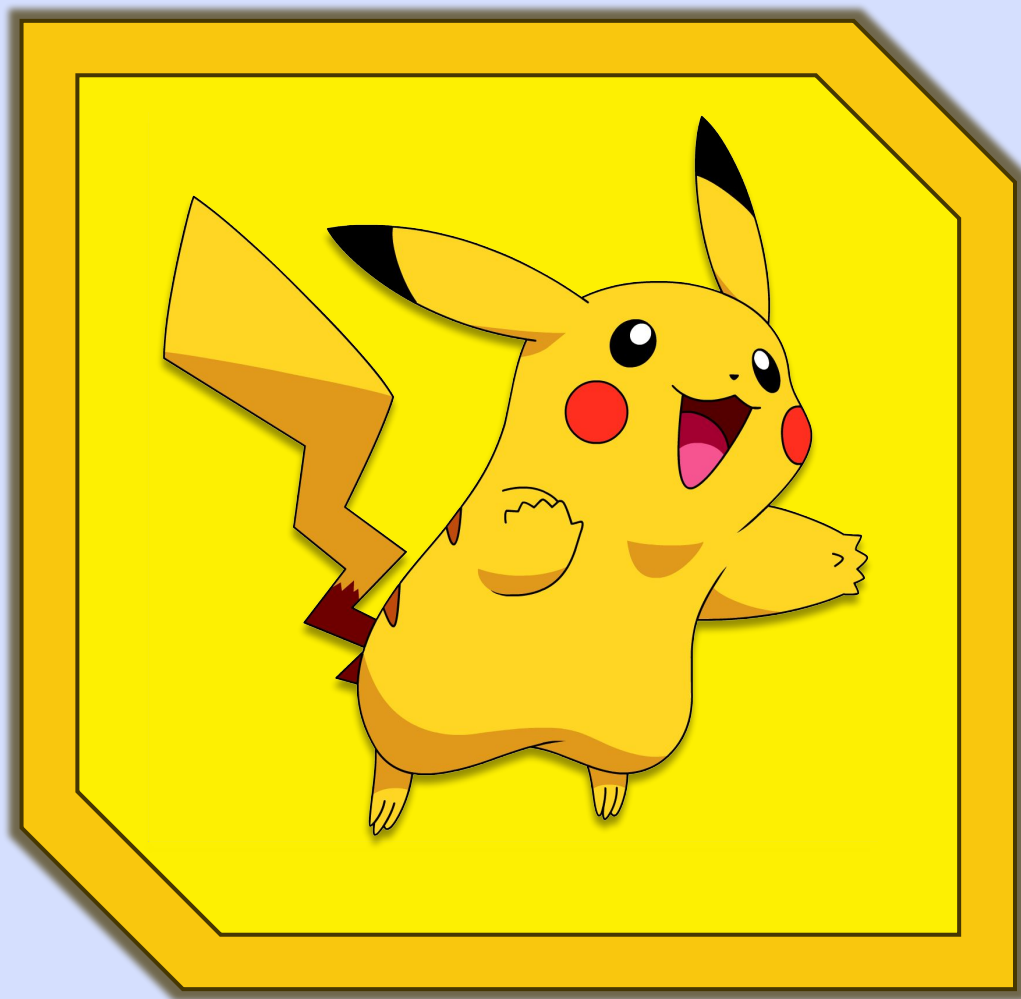
Ana Clara Pereira



Marielle Santos

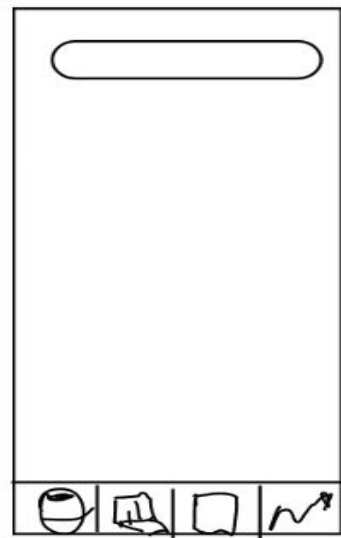


Vitor Lopes



CRAZY 8
E IDEACÃO





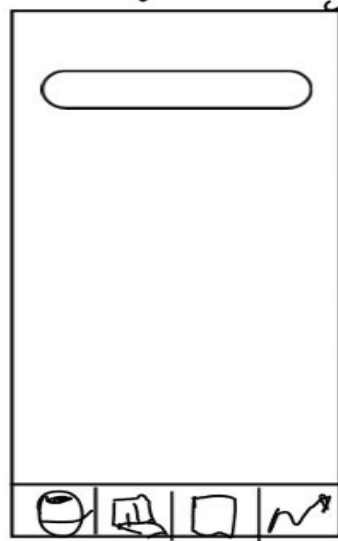
Pokedex



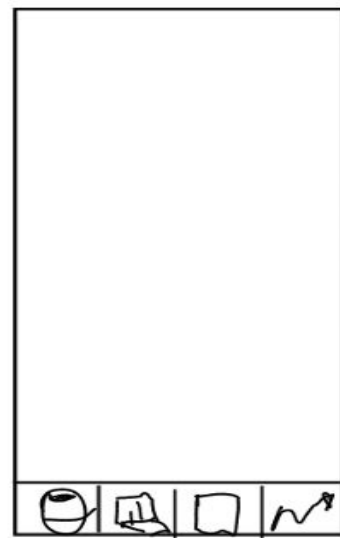
Estatísticas
(Porcentagem
de Pokesachado,
tentativas sucesso)



Pokedex / Info
Detalhada



List -> info simples



Pokebola: onde "caçamos" os Pokemons

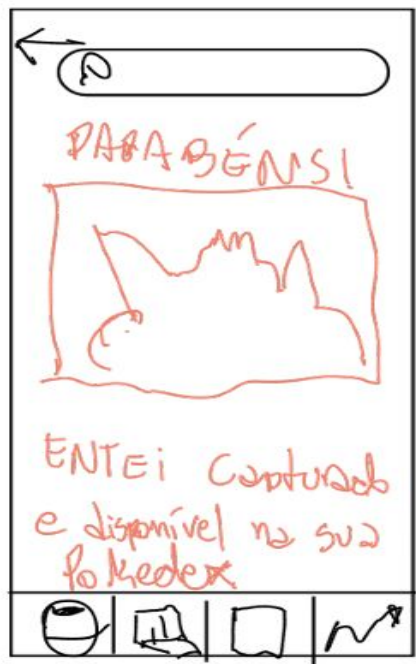
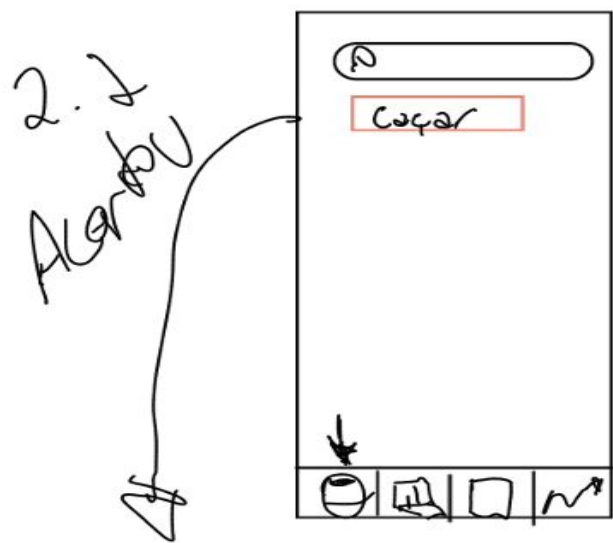
Caçar Pokemon: 1- Usuário digita um nome na barra de pesquisa

2- App verifica via API se o nome do Pokemon existe:

2-1- Se existe: parabéns! Vc caçou um Pokemon! Os dados do fetch com sucesso criam o objeto do tipo PokemonEncontrado: esse objeto tem mais detalhes que o objeto Pokemon, e é necessário na tabView Pokedex (próxima). Contribui com sua estatística de acurácia

2-2- Se não existe: tela do Fasto escrito "ERROO!!!" Fere sua estatística

2-3- Se existe mas já foi descoberto antes: mensagem do tipo "malandrinho você" lembra do que o Pokemon está na Pokedex. Fere sua estatística



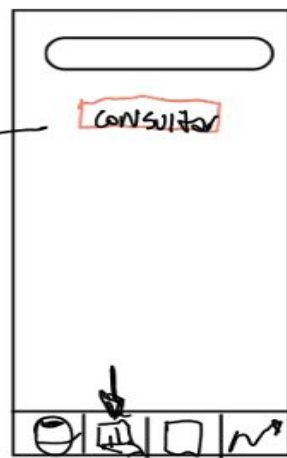
Fasto



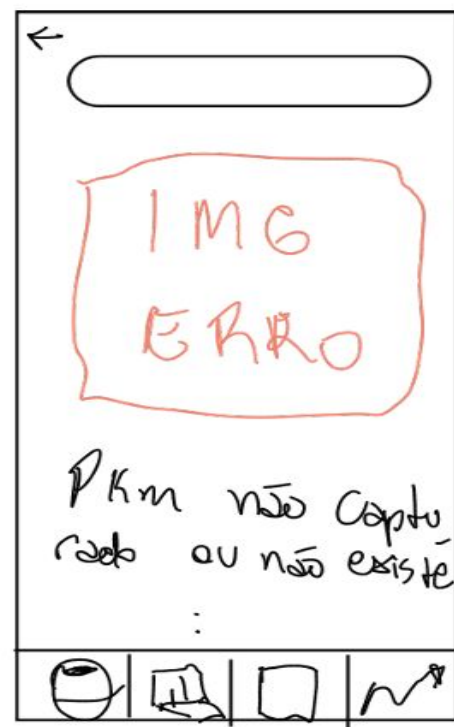
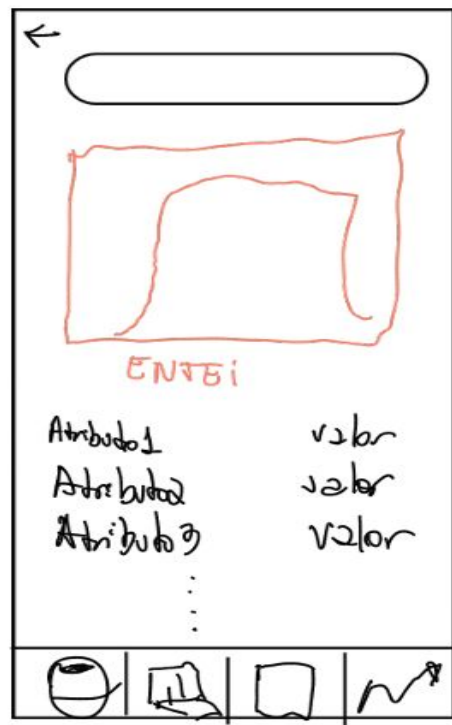
Caramelo olhando de forma desconfiada

Pokedex = aqui o jogador acessa os dados detalhados dos
Pokemons Capturados

busca achou
pkmon







busca não achou



Procurados/encontrados

Nome	Atrib.1	Atrib.2	Atrib.3
??			
??			
??			
??			

Lista Simples: baseada nas informações do arquivo.

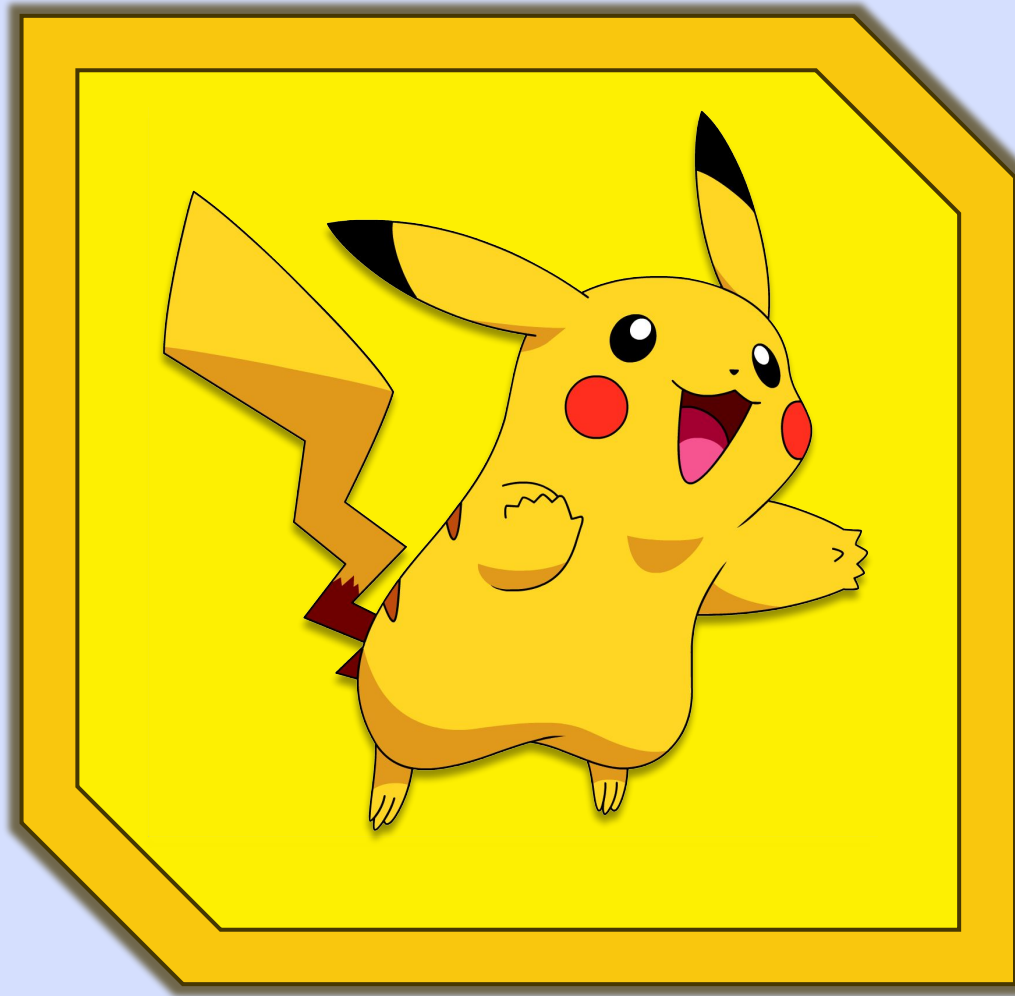
- mostra estatísticas básicas do PKM, mas oculta seu nome: para isso adicionamos 3 atributos:

nomeOculto: String = "???" para todos PKM

descoberto: Bool = false - Muda para true qd caçador

nome Exibido: String

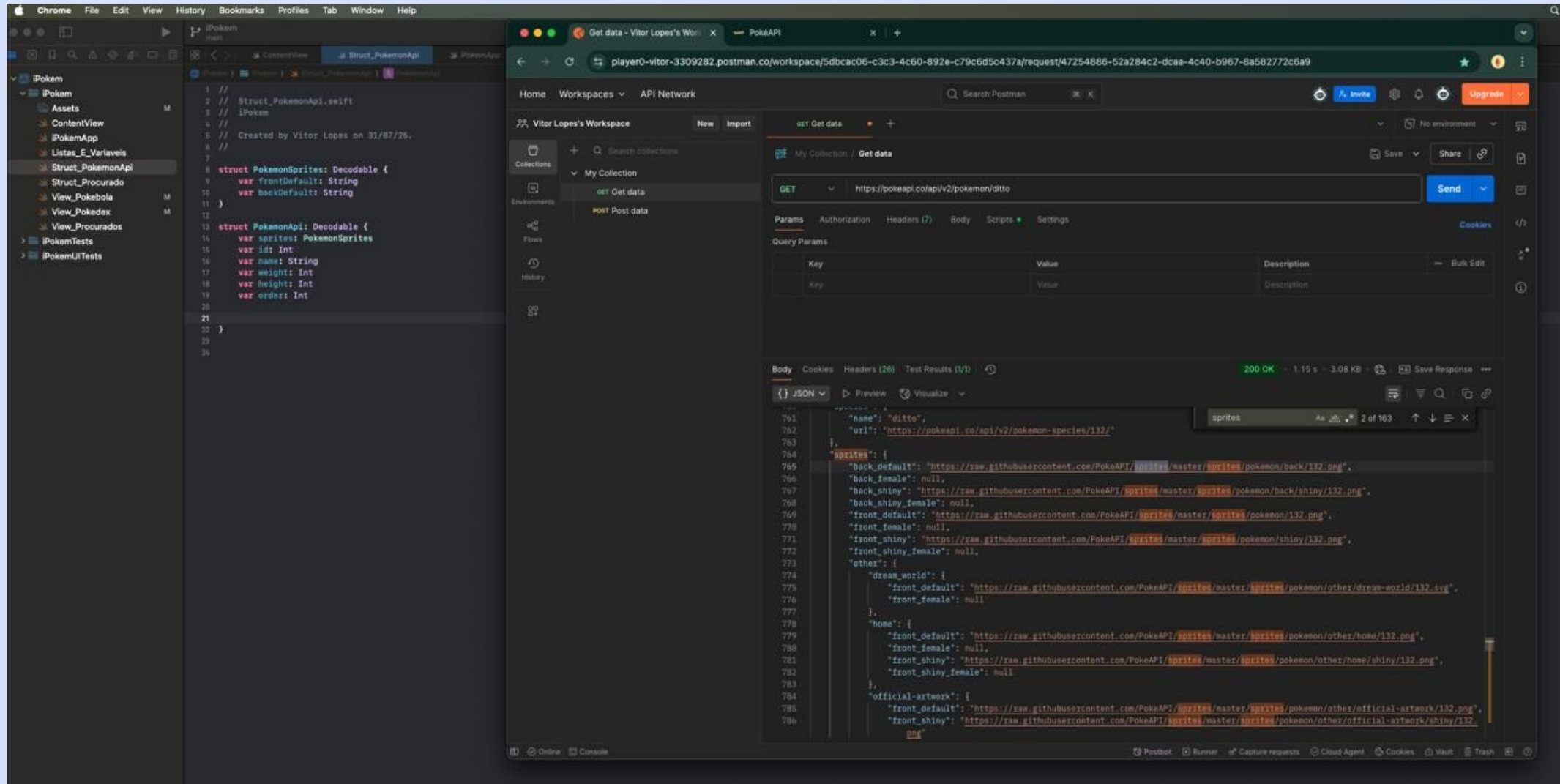
- se !(descoberto) = nomeOculto
- se (descoberto) = nome



TRECHOS IMPORTANTES



TRECHOS IMPORTANTES DO CÓDIGO



The image displays two side-by-side screenshots from a development environment. The left screenshot shows a Swift file named `Struct_PokemonApi.swift` with the following code:

```
1 //
2 // Struct_PokemonApi.swift
3 // iPokemon
4 //
5 // Created by Vitor Lopes on 31/07/29.
6 //
7
8 struct PokemonSprites: Decodable {
9     var frontDefault: String
10    var backDefault: String
11 }
12
13 struct PokemonApi: Decodable {
14     var sprites: PokemonSprites
15     var id: Int
16     var name: String
17     var weight: Int
18     var height: Int
19     var order: Int
20 }
21
22 }
23
24 }
```

The right screenshot shows a REST client interface with a GET request to `https://pokeapi.co/api/v2/pokemon/ditto`. The response is a JSON object with the following structure:

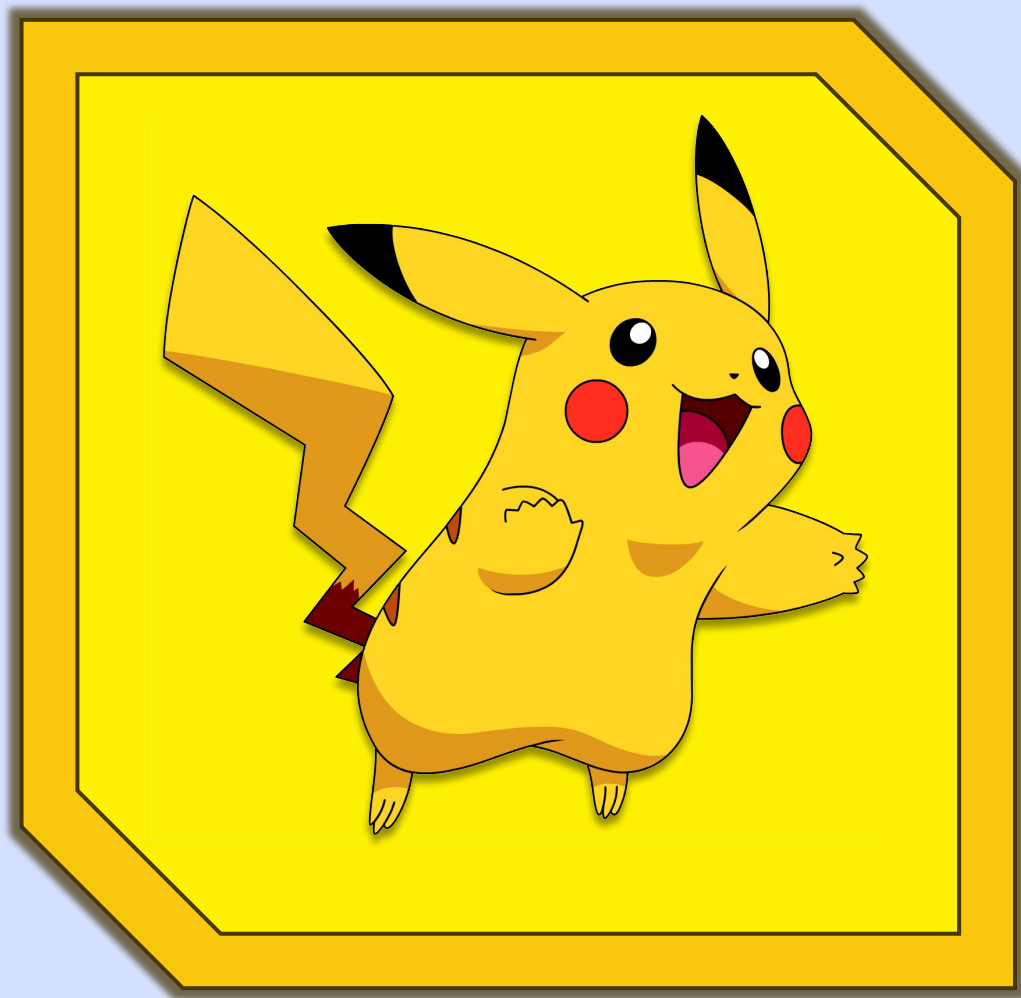
```
{
  "name": "ditto",
  "url": "https://pokeapi.co/api/v2/pokemon-species/132/",
  "sprites": {
    "back_default": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/back/132.png",
    "back_female": null,
    "back_shiny": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/back/shiny/132.png",
    "back_shiny_female": null,
    "front_default": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/132.png",
    "front_female": null,
    "front_shiny": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/shiny/132.png",
    "front_shiny_female": null,
    "other": {
      "dream_world": {
        "front_default": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/dream-world/132.svg",
        "front_female": null
      },
      "home": {
        "front_default": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/home/132.png",
        "front_female": null,
        "front_shiny": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/home/shiny/132.png",
        "front_shiny_female": null
      }
    },
    "official-artwork": {
      "front_default": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/official-artwork/132.png",
      "front_shiny": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/official-artwork/shiny/132.png"
    }
  }
}
```



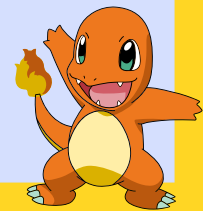
TRECHOS IMPORTANTES DO CÓDIGO

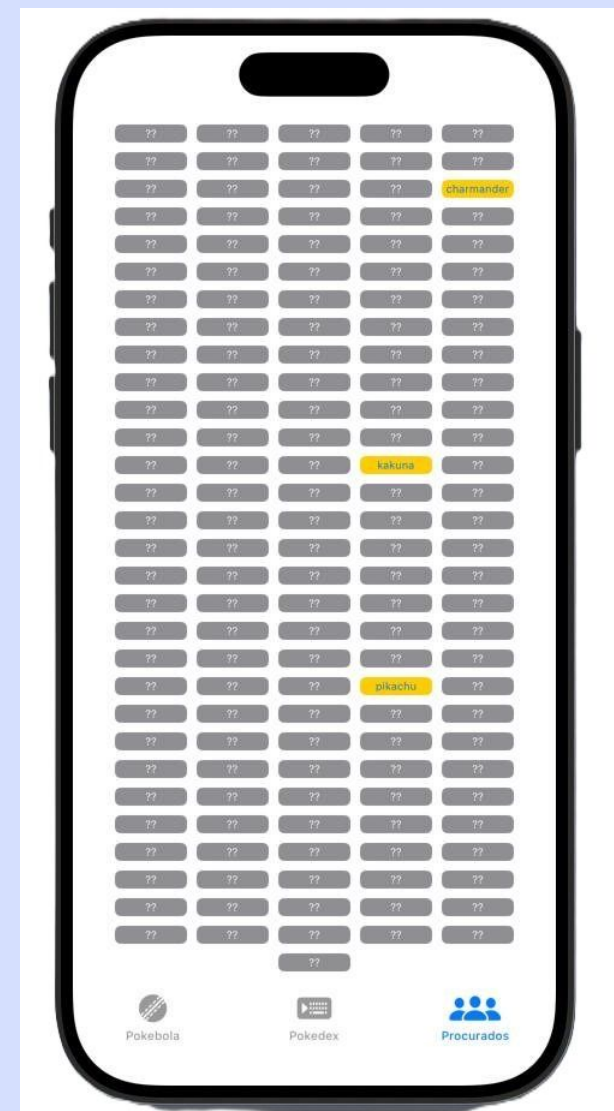
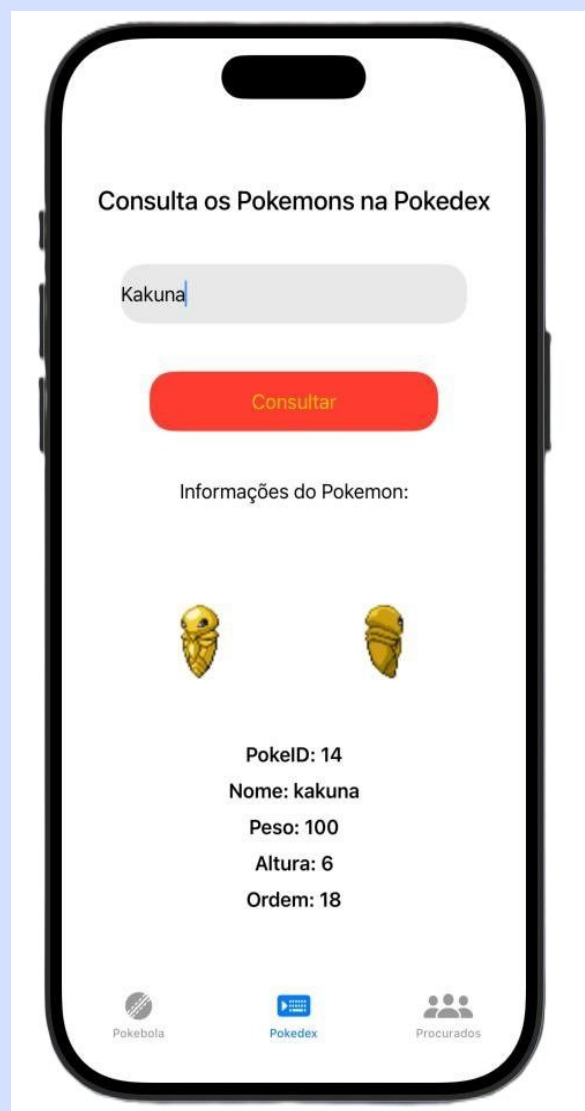
```
1 //
2 // Pokebola.swift
3 // iPokemon
4 //
5 // Created by Vitor Lopes on 29/07/25.
6 //
7 import Foundation
8 import SwiftUI
9
10
11 struct Pokebola: View {
12     @State var caughtPoke : PokemonApi?
13     @State var entrada : String = ""
14     @State var pokemonApi : PokemonApi?
15     @State var ehPokemon : Bool = true
16     @State var ehProcurado : Bool = false
17     @State var estaNaPokedex : Bool = false
18     @State var contaCassa = 0
19     var body: some View {
20         VStack {
21
22             Text("Comece aqui sua caça ao Pokemon").font(.system(size: 22, weight: .medium ))
23             HStack {
24                 TextField("", text: $entrada).frame(width: 300, height: 50, alignment: .center).background(.gray.opacity(0.2)).cornerRadius(20)
25             }
26             Button(action :{
27                 contaCassa = 0
28                 ehPokemon = true
29                 ehProcurado = false
30                 estaNaPokedex = false
31                 ehProcurado = procuraPokemonProcurado(entrada.lowercased())
32                 estaNaPokedex = procuraPokemonPokedex(entrada.lowercased())
33
34                 Task {
35                     do{
36                         pokemonApi = try await getPokemonApi(entrada)
37                         if (ehProcurado && !estaNaPokedex) {
38                             pokemonApi.append(pokemonApi!)
39                             pokemonApiSearch.append(entrada)
40
41                         }
42                     } catch{
43                         ehPokemon = false
44                     }
45                 }
46                 contaCassa += 1
47                 print("Status para \(entrada)")
48                 print("É Pokemon: \(ehPokemon)")
49                 print("É Procurado: \(ehProcurado)")
50                 print("Ja na Pokedex: \(estaNaPokedex)")
51             }, label : {
52                 Text ("Caçar")
53                     .frame(width: 150, height: 50)
54                     .foregroundColor(.yellow)
55                     .background(.red)
56                     .cornerRadius(20)
57             })
58             if !ehPokemon {
59                 Image("faustaoError").resizable().frame(width: 200, height: 200)
60                 Text("Esse Pokemon NÃO existe")
61             }
62
63             if (contaCassa > 0) && ehPokemon && !ehProcurado {
64                 AsyncImage(url: URL(string: pokemonApi?.sprites.backDefault ?? "")) { image in
65                     image
66                         .resizable()
67                         .aspectRatio(contentMode: .fit)
68                         .clipShape(RoundedRectangle(cornerRadius: 20))
69                 }
70             }
71         }
72     }
73 }
```

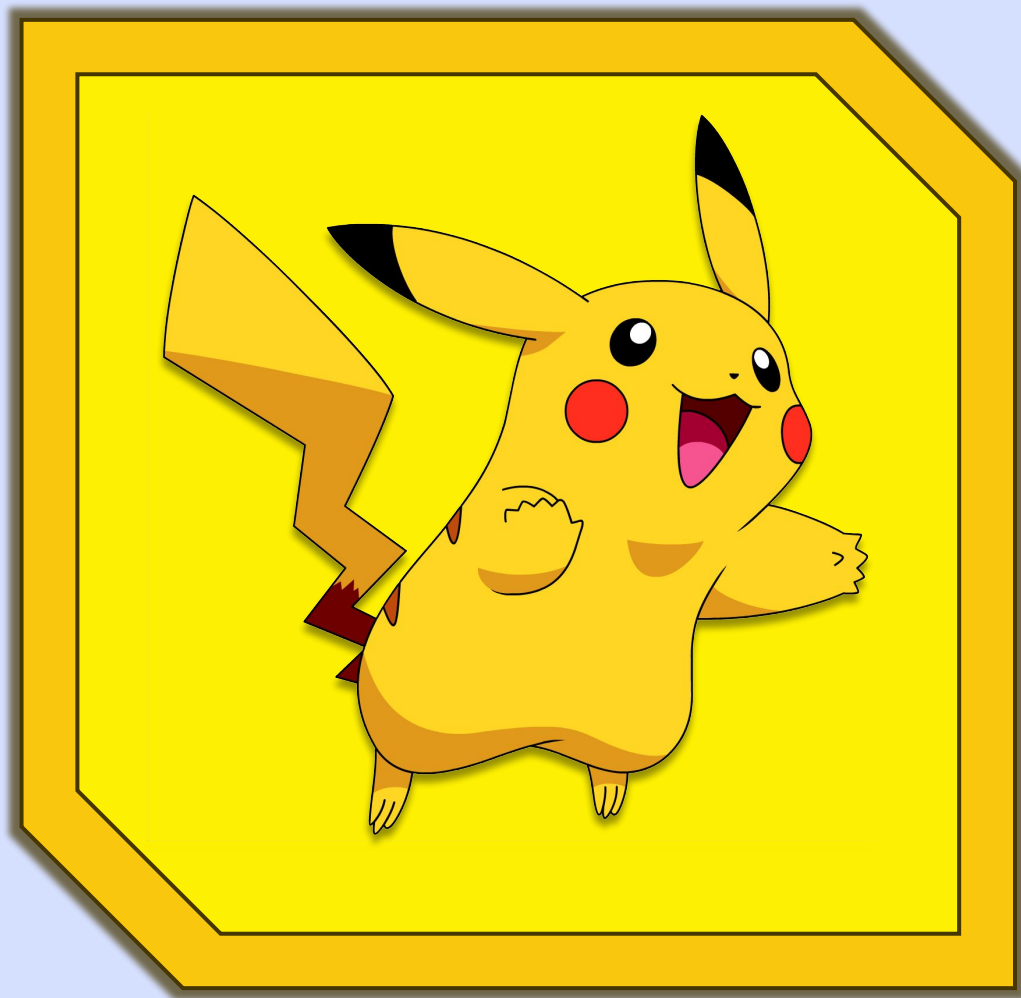




TELAS DO APP

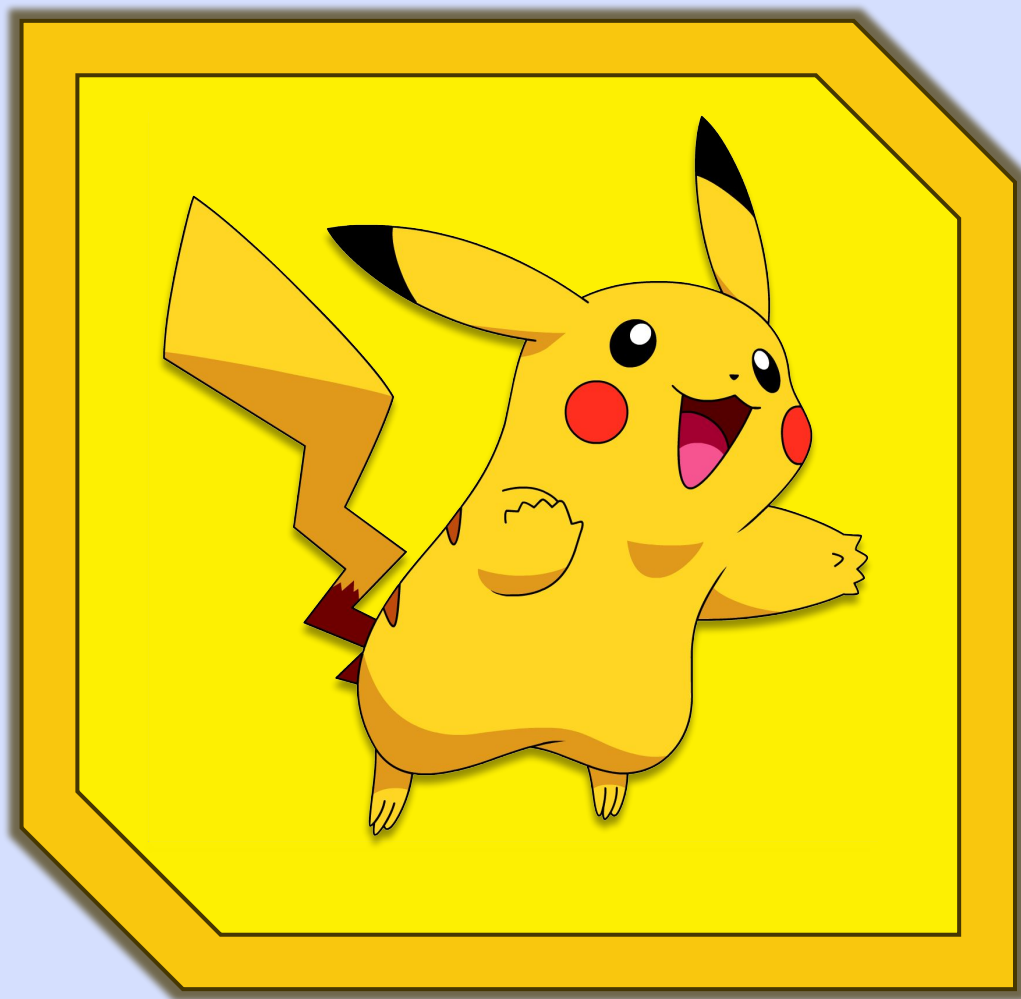






EXECUÇÃO DO CÓDIGO





DESAFIOS



DESAFIOS E APRENDIZADOS



01

ENTENDER O UNIVERSO POKÉMON

02

DOCUMENTAÇÃO OFICIAL DA APPLE

03

CONSUMO DA API

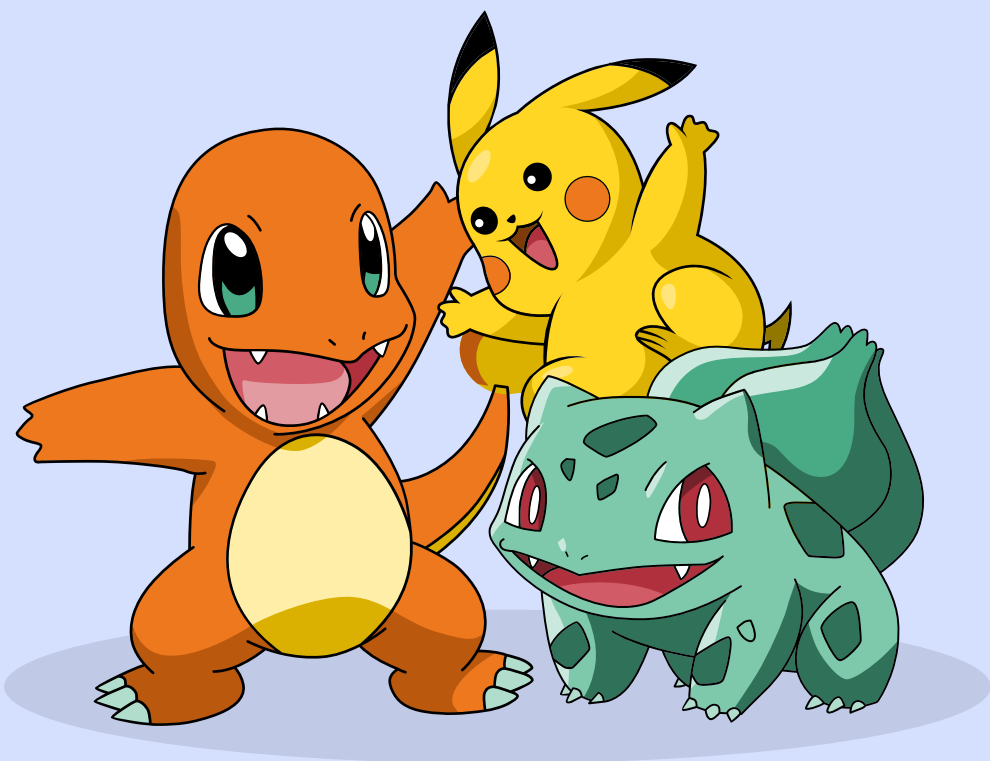
04

ESTRUTURAR OS DADOS

05

MACBOOKS DEFAZADOS





OBRIGADO!

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