

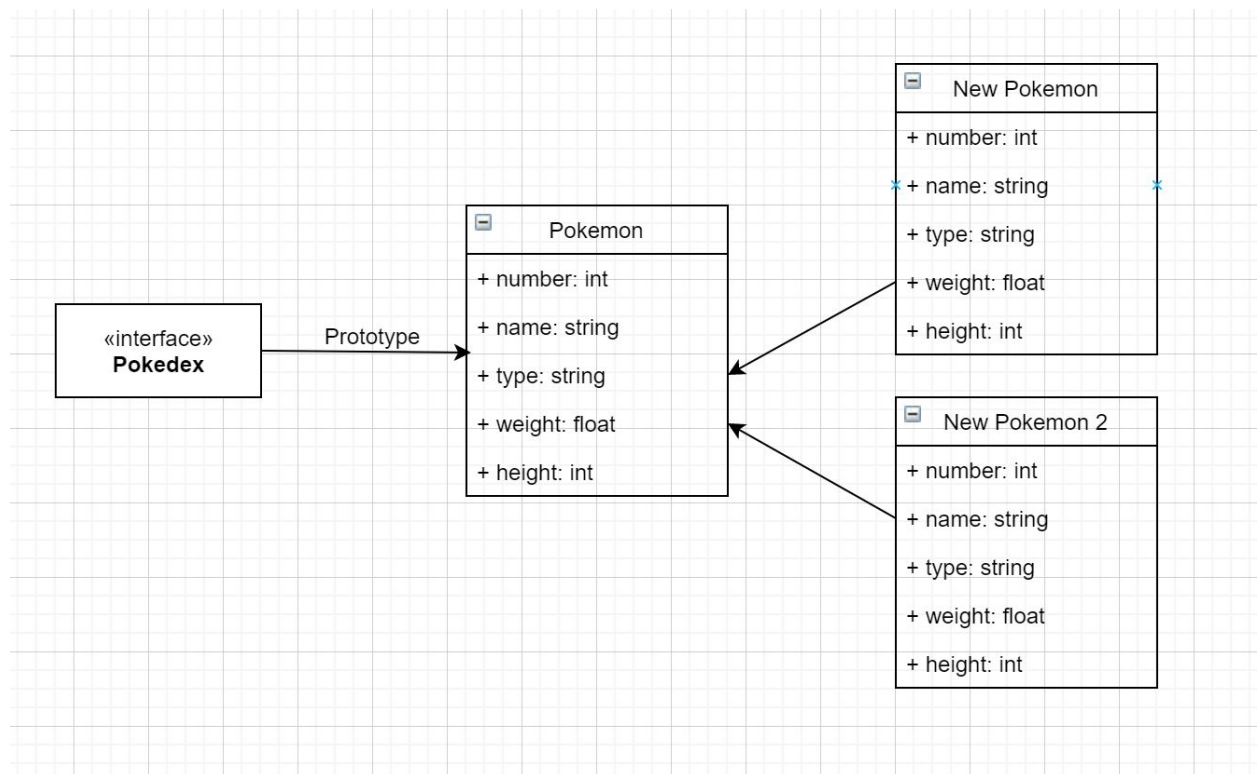
Pokedex project by Michael Doan and Kevin Huynh

Final Statement:

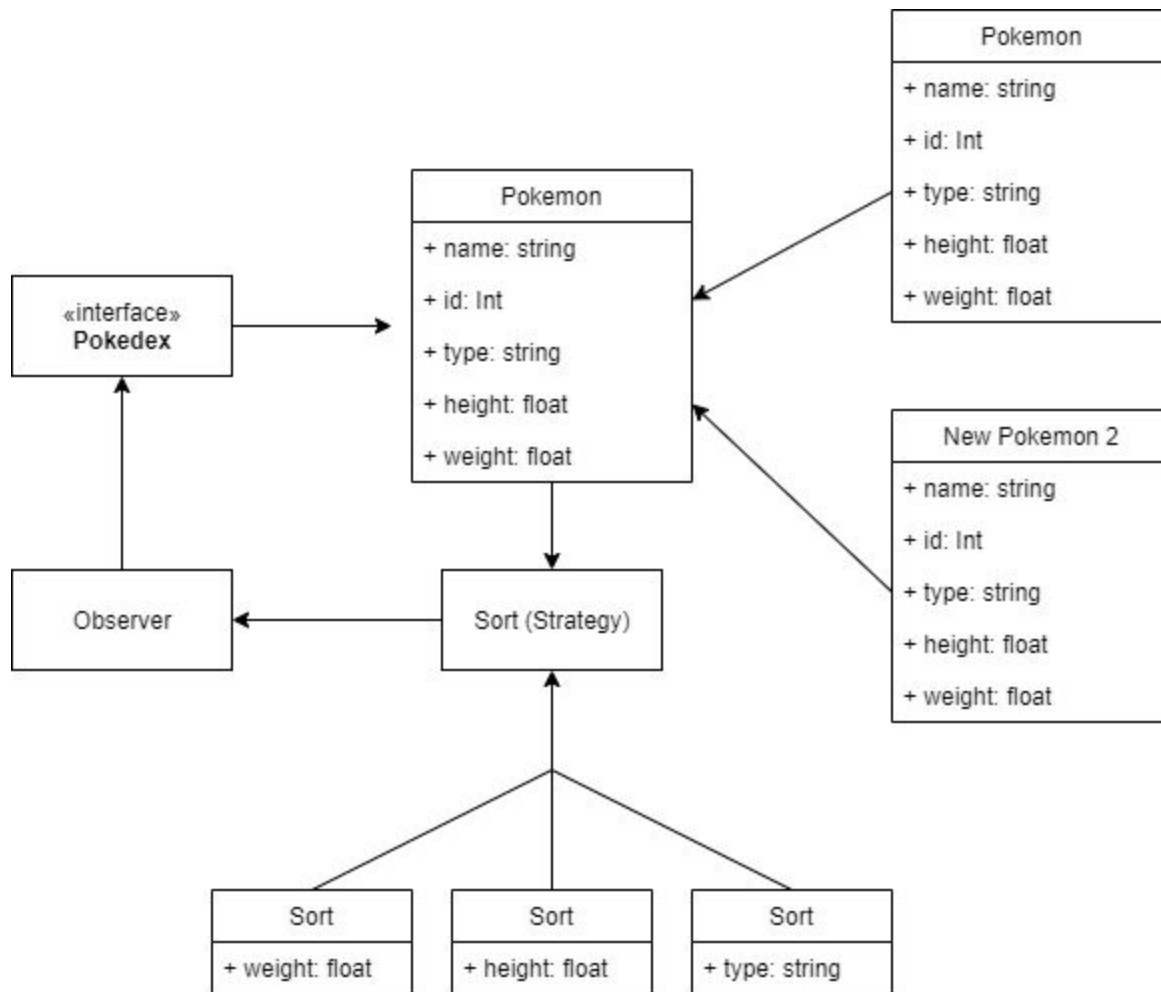
Our final project is finished. We have implemented the entire Pokedex up to every 4th generation Pokemon (493). We also implemented a sort function for all of the Pokemon, so you're able to sort them by number, type, height, and weight. The things that we were not able to implement that we said we would in Project 4 were the location of the Pokemon (varies too much by region so we didn't want to confuse people), the map of the location of the Pokemon (too many regions to incorporate), the ability to add your own Pokemon to the Pokedex (we thought it would defeat the purpose of the Pokedex itself if people add random stuff), and Pokedex information when the Pokemon is clicked on (we ran out of time because the process would take so long). We were not able to meet in person as often to code the project together (like we usually do) because of COVID-19, so not as much could have been implemented as we would have liked.

Class Diagram:

(From Project 5)

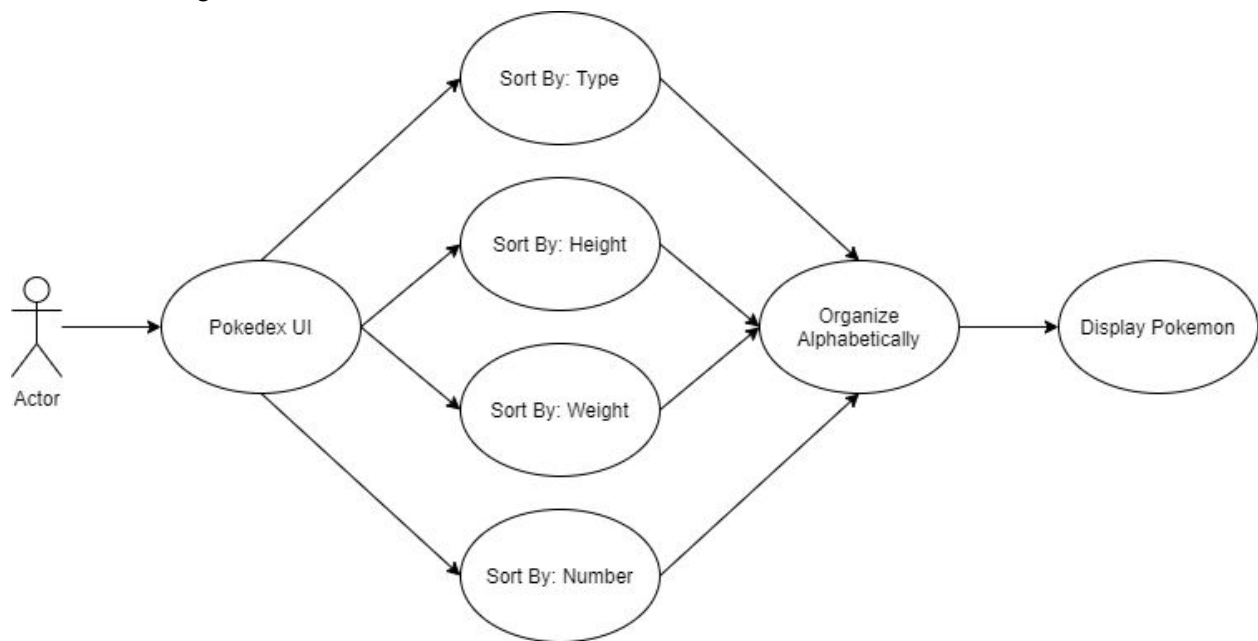


Final Class Diagram:



Some key changes between our original diagram and our new one is the implementation of other strategy patterns (strategy and observer), and the use of sorting functions.

USE Case Diagram:



Third Party Code:

https://www.w3schools.com/tags/tag_select.asp

<https://stackoverflow.com/questions/24250748/drop-down-menu-with-onclick-javascript-function>

We used these because we had a lot of trouble making a drop down menu.

Statement on our OOAD process:

-We used bottom up to help break our program into smaller, more manageable parts that were easier to code.

-We made our code and process a lot more efficient by using a pattern (prototype) that allowed us to create many objects from a base object, so that we didn't have to create each Pokemon.

-We struggled with the integration between Javascript, HTML, and CSS because it wasn't something that we had done before.