

PokeBattle: Design Document

Application Title - PokeBattle!

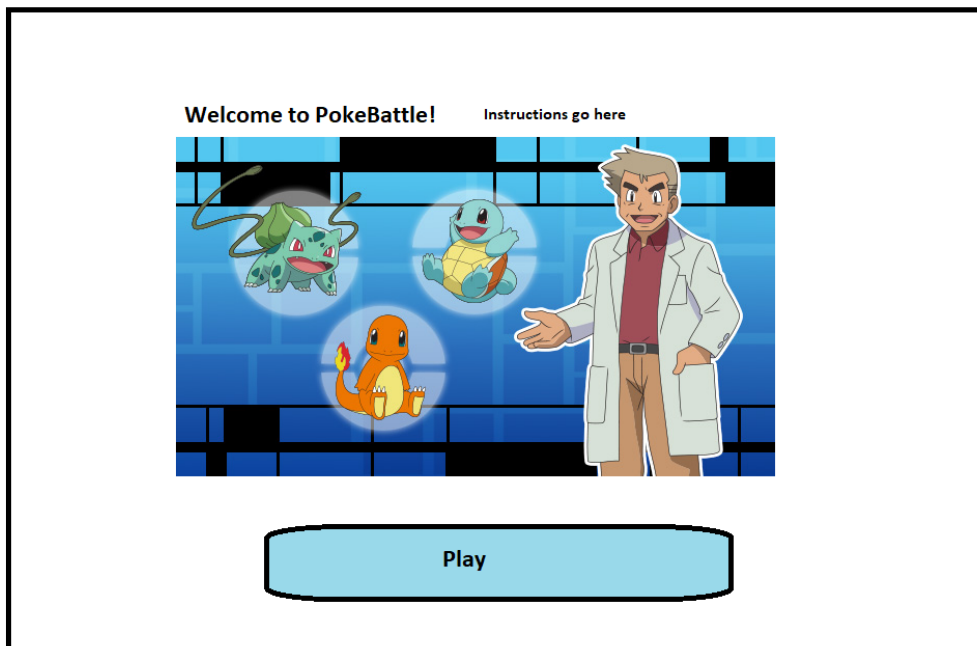
Description -

PokeBattle is a browser-based rock-paper-scissors-like game. A random pokemon of the three types (grass, fire, water) will be selected to battle the user. The user must then select either Charmander, Squirtle, Bulbasaur to choose who to send out and whichever has the winning type will decide the victor of the battle. This repeats until the user loses the battle and their score is then reset.

Technologies - Angular

APIs - PokeAPI, apodAPI

PokeBattle



PokeBattle

Victory count: 1

Space background



Battle outcome goes here.



Once clicked, hide other two.



Backlog -

- Space background - Mario
 - Retrieving random from apodAPI
 - Binding this image to a property in HTML page
- Welcome page - Bryon
 - Building component for page
 - Having button transition into Battle component (router-link)
- Pokemon models - Felton
 - Take in parameters from JSON and create Typescript models
- Pokemon service - Ervie
 - Retrieve Charmander, Bulbasaur, Squirtle from API
 - Retrieve random contender from pokeAPI
 - Will be passed into Pokemon model
- Battle page - Everyone
 - Bind these three into clickable image for selection.
 - Bind this to an image in Battle component.
- Battle Service - Blake
 - logic comparing types from selected against contender which updates battle state text in center and updates victory streak count.
 - Battle state text displays for 3 seconds before refreshing and repeating process.