**Component Flow Setup**

**Create new angular project**

*At root, create all components to use for this project:*

* Create a component called “HoldingContainer”
  + This will be used twice on screen to hold the list of selectable pokemon
* Create a component called “HistoryContainer”
  + This will be used in a challenge later, called Scrollable Container on the layout
* Create a component called “WinnerBox”
  + This is where the battle results will be displayed on screen
* Create a component called “Header”
  + This is the header bar at the top of the page
* Create a component called “Footer”
  + This is for the footer at the bottom of the page
* Create a component called “PlayerActiveList”
  + This is what we will place inside the left holding container to display the selectable pokemon
* Create a component called “ComputerContainer”
  + This will nest inside of the right Holding Container to display the opponents given pokemon

Create a model that will hold the interface you'll use with the data file

Create a service that will hold the pokeData and any needed functions to be used throughout the app

Have fun! That’s all the structure. The rest is up to you.

If you have any questions at all, please feel free to ask me, or discuss with anyone else working on this.

Feel free to use **AI** to help you find the syntax you need or the methods you might want to use to hook everything up.

* *I only ask if it gives you a solution you dont understand, that you either question it until you do, or bring it to myself or the group and see if we can walk it through together. This is meant to be fun, but it IS a learning tool at the end of the day.*