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1 //Name: Enzo Alexander
2 //Date: February 24, 2025
3 //Project: PokeDex - JavaScript
4 // Filename: script/Script.js
5 // -----
6
7 // Store Variables for JS
8 const search = document.querySelector('#Search');
9 const number = document.querySelector('#number');
10 const pimage = document.querySelector('#pokemon-image');
11 const pokebg = document.querySelector('#pkbody');
12 const pktype = document.querySelectorAll(".type");
13 const ptypes = document.querySelector("#types");
14 const pkbody = document.querySelector("#Pokedex");
15 const stanum = document.querySelectorAll(".stat-number");
16 const stibar = document.querySelectorAll(".bar-inner");
17 const stotal = document.querySelector("#Total");
18 const itotal = document.querySelector("#inner-total");
19 const stobar = document.querySelectorAll(".bar-outer");
20 const sttbar = document.querySelector("#outer-total");
21 const sboost = document.querySelector('#Stat-forms');
22 const pkmnfz = document.querySelectorAll('.pkmnFormz');
23 const stdesc = document.querySelectorAll('.stat-desc');
24 const todesc = document.querySelector('#TotalDesc');
25 const bastat = document.querySelector('#BaseStats');
26 const topare = document.querySelector("#top");
27 const sbinnr = document.querySelector('#StFormsInner');
28 const stacfh = document.querySelector('#scfHea');
29 const credih = document.querySelector('#credHea');
30
31 //disables the ensured shiny Code.
32 let shinyLock = "off";
33
34 //The Pokemon who have dashes in their name so that I can tell the Code to keep the dashes.
35 const poryPrinc = [
36   "Porygon-Z", "Porygon-z", "porygon-Z", "porygon-z", "474", "Ho-Oh", "ho-oh", "Ho-oh", "ho-oh", "250", "Jangmo-o", "jangmo-
37   o", "Jangmo-0", "jangmo-0", "782", "Hakamo-o", "Hakam-o", "Hakamo-0", "Hakam-0", "783", "kommo-o", "Kommo-o", "kommo-0", "Kommo-0",
38   "784", "Wo-Chien", "wo-chien", "Wo-chien", "wo-Chien", "1001", "Chien-Pao", "chien-pao", "Chien-pao", "chien-Pao", "1002", "Ting-
39   Lu", "ting-lu", "ting-Lu", "Ting-lu", "1003", "Chi-Yu", "chi-yu", "chi-Yu", "Chi-yu", "1004", "Porygon Z", "Porygon z", "porygon
40   Z", "porygon z", "Ho Oh", "ho oh", "Ho oh", "ho Oh", "Jangmo o", "jangmo o", "Jangmo 0", "jangmo 0", "Hakamo o", "Hakam o", "Hakamo
41   0", "Hakam 0", "kommo o", "Kommo o", "kommo 0", "Kommo 0", "Wo Chien", "wo chien", "Wo chien", "wo Chien", "Chien Pao", "chien
42   pao", "Chien pao", "chien Pao", "Ting Lu", "ting lu", "ting Lu", "Ting lu", "Chi Yu", "chi yu", "chi Yu", "Chi yu"
43 ];
44
45 //The Pokemon who have special forms and the API Requires Input for those forms
46 const giriPrinc = [
47   "aegislash", "basculegion", "basculin", "darmanitan", "deoxys", "dudunsparce", "eiscue", "enamorus", "giratina", "gourgeist",
48   "indeedee", "keldeo", "landorus", "lycanroc", "maushold", "meloetta", "meowstic", "mimikyu", "minior", "morpeko", "oinkologne",
49   "oricorio", "palafin", "pumpkaboo", "shaymin", "squawkabilly", "tatsugiri", "thundurus", "tornadus", "toxtricity", "urshifu",
50   "wishiwashi", "wormadam", "zygarde", "mimikyu-totem", "raticate-totem", "darmanitan-galar", "tauros-paldea"
51 ];
52
53 const fetchAPI = async (pkmnName) => {
54   //With the help of ChatGPT, This allows it so that Pokémon like Flabébé can be re-entered without an error
55   pkmnNameApi = pkmnName.toLowerCase().replace(/[\.é❄️👁️':]/g, match => match === ' ' ? '-' : match === 'é' ? 'e' : match ===
56   '❄️' ? '-M' : match === '👁️' ? '-F' : '');
57
58   //Follow Up on the Pokémon with special forms that require specific entry, this kind of intercepts fetchAPI and reroutes the
59   Pokémon properly.
60   if (giriPrinc.includes(pkmnNameApi)) {
61     if (pkmnNameApi.includes("aegislash")) {
62       pkmnNameApi = "aegislash-shield";
63     }
64     ❄️
65   }
66   // If you leave the Search box empty, it'll randomly generate a number from the entire pokedex to take appear.
67   if (pkmnNameApi == "" || pkmnNameApi == "-") {
68     pkmnNameApi = getRandomInt(1025);
69   }
70   // This is the Fetch for the API.
71   const response = await fetch('https://pokeapi.co/api/v2/pokemon/' + pkmnNameApi);
72   // If I remember correctly, Because of MissingNo. The following not actually be used.
73   if (response.status === 200) {
74     const pkmnData = await response.json();
75     return pkmnData;
76   }

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77
78     return false;
79 };
80 // When a Pokémon like Vivillon is requested, it'll search the variant that is given to it.
81 const vivAPI = async (pkmnVar) => {
82     const vivResponse = await fetch('https://pokeapi.co/api/v2/pokemon-form/' + pkmnVar);
83     const vivData = await vivResponse.json();
84
85     return vivData;
86 };
87
88 // Sets the Foreground Colors for the types, like the types, or the pokedex.
89 const typeColors = {
90     "rock"      : [182, 158, 049],
91     "ghost"     : [112, 085, 155],
92     "steel"     : [183, 185, 208],
93     "water"     : [100, 147, 235],
94     "grass"     : [116, 203, 072],
95     "psychic"   : [251, 085, 132],
96     "ice"       : [154, 214, 223],
97     "dark"     : [117, 087, 076],
98     "fairy"     : [230, 158, 172],
99     "normal"    : [170, 166, 127],
100    "fighting"  : [193, 034, 057],
101    "flying"    : [168, 145, 236],
102    "poison"    : [164, 062, 158],
103    "ground"    : [222, 193, 107],
104    "bug"       : [167, 183, 035],
105    "fire"      : [245, 125, 049],
106    "electric"  : [249, 207, 048],
107    "dragon"    : [112, 055, 255],
108    "bird"     : [104, 160, 144],
109    //This is because of Arceus.
110    "unknown"   : [104, 160, 144]
111 }
112
113 // This is literally used only for the dynamic background.
114 const bgColors = {
115     "rock"      : [191, 154, 099],
116     "ghost"     : [108, 078, 130],
117     "steel"     : [206, 214, 215],
118     "water"     : [176, 176, 255],
119     "grass"     : [206, 255, 180],
120     "psychic"   : [250, 176, 241],
121     "ice"       : [176, 255, 255],
122     "dark"     : [078, 078, 078],
123     "fairy"     : [255, 180, 203],
124     "normal"    : [236, 232, 225],
125     "fighting"  : [191, 099, 099],
126     "flying"    : [176, 231, 250],
127     "poison"    : [173, 113, 201],
128     "ground"    : [248, 205, 141],
129     "bug"       : [241, 250, 176],
130     "fire"      : [255, 155, 097],
131     "electric"  : [255, 248, 176],
132     "dragon"    : [166, 107, 182],
133     "bird"     : [141, 161, 155],
134     "unknown"   : [141, 161, 155]
135 }
136 //Meet PkmnFxmz, Your new Best Friend. These are all of the Pokemon that PokeAPI has Different forms for, (that have sprites.)
137 const pkmnFxmz = [
138     "abomasnow", "abomasnow-mega", "460",
139     "absol", "absol-mega", "359",
140     "aegislash-blade", "aegislash-shield", "681",
141     "aerodactyl", "aerodactyl-mega", "142",
142     "aggiron", "aggiron-mega", "306",
143     "alakazam", "alakazam-mega", "65",
144     "alcremie", "alcremie-gmax", "869",
145     "altaria", "altaria-mega", "334",
146     "ampharos", "ampharos-mega", "181",
147     "appletun", "appletun-gmax", "842",
148     "araquanid", "araquanid-totem", "752",
149     "arcanine", "arcanine-hisui", "59",
150     "articuno", "articuno-galar", "144",
151     "audino", "audino-mega", "531",
152     "avalugg", "avalugg-hisui", "713",
153     ↵

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154 ];
155 // Now, this is the list of Just the pokemon and their names. Having Fun Yet?
156 const exclFirmz = [
157     "abomasnow", "460",
158     "absol", "359",
159     "aegislash-shield", "681",
160     "aerodactyl", "142",
161     "aggiron", "306",
162     "alakazam", "65",
163     "alcremie", "869",
164     "altaria", "334",
165     "ampharos", "181",
166     "appletun", "842",
167     "araquanid", "752",
168     "arcanine", "59",
169     "articuno", "144",
170     "audino", "531",
171     "avalugg", "713",
172     ↵
173 ];
174 // This Is the list of pokemon with Origin Forms, and Magearna, Original, Origin, same thing.
175 const origFirmz = [
176     "dialga-origin",
177     "giratina-origin",
178     "magearna-original",
179     "palkia-origin"
180 ];
181 // All The Gigantamax Forms.
182 const gmaxFirmz = [
183     "alcremie-gmax",
184     ↵
185     "eternatus-eternamax"
186 ];
187 // All the Mega denoted Forms.
188 const megaFirmz = [
189     "abomasnow-mega",
190     ↵
191 ];
192 // These Pokémon are just big Pokémon.
193 const toteFirmz = [
194     "araquanid-totem",
195     ↵
196 ];
197 //Alolan Forms.
198 const alolFirmz = [
199     "diglett-alola",
200     ↵
201 ];
202 //Hisuian Forms
203 const hisuFirmz = [
204     "arcanine-hisui",
205     ↵
206 ];
207 // Galarian Forms.
208 const galaFirmz = [
209     "articuno-galar",
210     ↵
211 ];
212 // Paldean Formz
213 const paldFirmz = [
214     "tauros-paldea-aqua-breed",
215     "tauros-paldea-blaze-breed",
216     "tauros-paldea-combat-breed",
217     "terapagos-stellar",
218     "terapagos-terastal",
219     "wooper-paldea"
220 ];
221 // Let's Go Eevee/Pikachu Forms
222 const starFirmz = [
223     "eevee-starter",
224     "pikachu-starter"
225 ];
226 // Apparently, AZ's going to be expanding on battle bonds.
227 const bondFirmz = [
228     "greninja-ash",
229     "greninja-battle-bond"
230 ];

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231 //Pokemon who use unique symbols, Primal forms in particular, but adding floette cleaned things up.
232 const primfirmz = [
233     "groudon-primal",
234     "kyogre-primal",
235     "floette-eternal"
236 ];
237 //Pokemon with no BGImage Changes.
238 const pkbaFirmz = [
239     "aegislash-blade",
240     ↵
241 ];
242
243
244 // Pokemon who will make the code fetch other forms.
245 const pkmnTypes = [
246     "vivillon","Vivillon", "666",
247     "Unown","unown", "201",
248     "Arceus","arceus", "493",
249     "Pichu","pichu", "172",
250     "Burmy","burmy", "412",
251     "Silvally","silvally", "773",
252     "Flabebe","flabebe", "669","Flabébé","flabébé",
253     "Florges","florges", "671",
254     "Genesect","genesect", "649",
255     "Cherrim","cherrim", "421",
256     "Shellos", "shellos", "422",
257     "Gastrodon", "gastrodon", "423",
258     "Alcremie","alcremie", "869",
259     "Furfrou","furfrou", "676",
260     "Sinistea","sinistea", "854",
261     "Polteageist", "polteageist", "855",
262     "Sinistcha","sinistcha", "1013",
263     "Polthageist", "polthageist", "1012",
264     "Floette", "floette", "670",
265     "Deerling","deerling", "585",
266     "Sawsbuck","sawsbuck", "586"
267     // I Java'd the Script too hard.....
268 ];
269 //The following are relatively self explanatory.
270 const vivillonTypes = [
271     'Vivillon (Meadow)',
272     'Vivillon (Icy Snow)',
273     'Vivillon (Polar)',
274     'Vivillon (Tundra)',
275     'Vivillon (Continental)',
276     'Vivillon (Garden)',
277     'Vivillon (Elegant)',
278     'Vivillon (Modern)',
279     'Vivillon (Marine)',
280     'Vivillon (Archipelago)',
281     'Vivillon (High Plains)',
282     'Vivillon (Sandstorm)',
283     'Vivillon (River)',
284     'Vivillon (Monsoon)',
285     'Vivillon (Savanna)',
286     'Vivillon (Sun)',
287     'Vivillon (Ocean)',
288     'Vivillon (Jungle)',
289     'Vivillon (Fancy)',
290     'Vivillon (Poke Ball)'
291 ];
292 const unownTypes = [
293     'Unown (A)',
294     'Unown (B)',
295     'Unown (C)',
296     'Unown (D)',
297     'Unown (E)',
298     'Unown (F)',
299     'Unown (G)',
300     'Unown (H)',
301     'Unown (I)',
302     'Unown (J)',
303     'Unown (K)',
304     'Unown (L)',
305     'Unown (M)',
306     'Unown (N)',
307     'Unown (O)',

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308     'Unown (P)',
309     'Unown (Q)',
310     'Unown (R)',
311     'Unown (S)',
312     'Unown (T)',
313     'Unown (U)',
314     'Unown (V)',
315     'Unown (W)',
316     'Unown (X)',
317     'Unown (Y)',
318     'Unown (Z)',
319     'Unown (Exclamation)',
320     'Unown (Question)',
321     //The following make ? and ! more rare, or at least an attempt to.
322     'Unown (A)',
323     'Unown (B)',
324     'Unown (C)',
325     'Unown (D)',
326     'Unown (E)',
327     'Unown (F)',
328     'Unown (G)',
329     'Unown (H)',
330     'Unown (I)',
331     'Unown (J)',
332     'Unown (K)',
333     'Unown (L)',
334     'Unown (M)',
335     'Unown (N)',
336     'Unown (O)',
337     'Unown (P)',
338     'Unown (Q)',
339     'Unown (R)',
340     'Unown (S)',
341     'Unown (T)',
342     'Unown (U)',
343     'Unown (V)',
344     'Unown (W)',
345     'Unown (X)',
346     'Unown (Y)',
347     'Unown (Z)'
348 ];
349 ↵
350 // makes Spiky Eared pichu rarer.
351 const pichuTypes = [
352     'Pichu',
353     'Pichu',
354     'Pichu (Spiky Eared)',
355     'Pichu',
356     'Pichu',
357     'Pichu',
358     'Pichu',
359     'Pichu',
360     'Pichu',
361     'Pichu'
362 ];
363 ↵
364 const genesectTypes = [
365     'Genesect',
366     //Makes other forms total to 50%
367     'Genesect',
368     'Genesect',
369     'Genesect',
370     'Genesect (Douse)',
371     'Genesect (Shock)',
372     'Genesect (Burn)',
373     'Genesect (Chill)'
374 ];
375 ↵
376 //Alcremie...
377 const alcremieTypes = [
378     "Alcremie (Vanilla Cream Strawberry Sweet)",
379     "Alcremie (Ruby Cream Strawberry Sweet)",
380     "Alcremie (Matcha Cream Strawberry Sweet)",
381     "Alcremie (Mint Cream Strawberry Sweet)",
382     "Alcremie (Lemon Cream Strawberry Sweet)",
383     "Alcremie (Salted Cream Strawberry Sweet)",
384     "Alcremie (Ruby Swirl Strawberry Sweet)",

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385     "Alcremie (Caramel Swirl Strawberry Sweet)",
386     "Alcremie (Rainbow Swirl Strawberry Sweet)",
387     ↵
388 ];
389 ↵
390 // Copied from Stack Overflow for Title casing.
391 function toTitleCase(str) {
392     return str.replace(
393         /\w\S*/g,
394         text => text.charAt(0).toUpperCase() + text.substr(1).toLowerCase()
395     );
396 }
397 // When Search Bar updates:
398 search.addEventListener('change', async (event) => {
399     // Attempt to:
400     try {
401         //Sets PkmnData to be what the API provides when searchbar is updated.
402         const pkmnData = await fetchAPI(event.target.value);
403
404         if (pkmnTypes.includes(search.value)) {
405             if (["vivillon", "Vivillon", "666"].includes(search.value)) {
406                 // For debugging
407                 console.log(pkmnData);
408                 //Generates a random number for Vivillon Variants
409                 const vivVar = getRandomInt(21);
410                 //For Debugging
411                 console.log(vivVar);
412                 //Actually selects a Vivillon with the Random Number Chosen.
413                 const vivVarToType = vivillonTypes[vivVar];
414                 //Updates the types and Stats, number, and Cry.
415                 update(pkmnData);
416                 //Searches the Variants part of the API for the Selected Variant
417                 const vivData = await vivAPI(vivVarToType.toLowerCase().replaceAll(' ', '-').replace('(', '').replace(")", ""));
418                 // Sets the Search value so you know which Vivillon you got.
419                 search.value = vivVarToType;
420                 //For Debugging.
421                 console.log(vivData);
422
423                 //sets pokemon number
424                 number.innerHTML = '#'+ pkmnData.id.toString().padStart(4, '0');
425
426                 //Sets Pokemon Image
427                 updateImage(vivData);
428                 //Sets Types and Colors
429                 setTypeTo(vivData);
430                 //Sets the Search bar value, again.
431                 setNameTo(vivData);
432                 //Hides The Stat boosting Foams
433                 sboost.style.display = "none";}
434             ↵
435             if (["Pichu", "pichu", "172"].includes(search.value)) {
436                 console.log(pkmnData);
437                 const picVar = getRandomInt(10);
438                 console.log(picVar);
439                 const picVarToType = pichuTypes[picVar];
440                 update(pkmnData);
441                 const picData = await vivAPI(picVarToType.toLowerCase().replaceAll(' ', '-').replace('(', '').replace(")", ""));
442                 search.value = picVarToType;
443                 console.log(picData);
444                 console.log(picVarToType);
445                 number.innerHTML = '#'+ pkmnData.id.toString().padStart(4, '0');
446                 //Updates the Image to the Pichu Sprites because Sprite art for shiny Spiky ear wasn't on the API.
447                 if (picVarToType == pichuTypes[2]) {
448                     if (shinyLock === "on") {
449                         pimage.src = 'Assets/172-shiny.png';
450                     } else {
451                         let shinyOdds = getRandomInt(4096);
452                         console.log(shinyOdds);
453                         if (shinyOdds == 76) {
454                             pimage.src = 'Assets/172-shiny.png';
455                             alert("Congrats!");
456                         } else {
457                             pimage.src = 'Assets/172.png';
458                         }
459                     }
460                 } else {
461                     updateImage(picData);

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462     }
463     setTypeTo(picData);
464     setNameTo(picData);
465     sboost.style.display = "none";
466     }
467     ↵
468     if (["Flabebe", "flabebe", "669", "Flabébé", "flabébé"].includes(search.value)) {
469         console.log(pkmnData);
470         const flaVar = getRandomInt(5);
471         console.log (flaVar);
472         const flaVarToType = flabebeTypes[flaVar];
473         update(pkmnData);
474         const flaData = await vivAPI(flaVarToType.toLowerCase().replaceAll(' ', '-').replace('(', "").replace(")", ""));
475         search.value = flaVarToType;
476         console.log (flaData);
477         console.log (flaVarToType);
478         number.innerHTML = '#'+ pkmnData.id.toString().padStart(4, '0');
479         updateImage (flaData);
480         setTypeTo (flaData);
481         setNameTo (flaData);
482         sboost.style.display = "none";
483         //Corrects Flabebe's name
484         search.value = flaVarToType.replace("labebe", "labébé").replace("(", "").replace(")", "");}
485     if (["Florges", "florges", "671"].includes(search.value)) {
486         console.log(pkmnData);
487         const florVar = getRandomInt(5);
488         console.log(florVar);
489         const florVarToType = florgesTypes[florVar];
490         update(pkmnData);
491         const florData = await vivAPI(florVarToType.toLowerCase().replaceAll(' ', '-').replace('(', "").replace(")", ""));
492         search.value = florVarToType;
493         console.log(florData);
494         console.log(florVarToType);
495         number.innerHTML = '#'+ pkmnData.id.toString().padStart(4, '0');
496         updateImage(florData);
497         setTypeTo(florData);
498         setNameTo(florData);
499         sboost.style.display = "none";
500     }
501     ↵
502     if (["Sinistea", "sinistea", "854"].includes(search.value)) {
503         console.log(pkmnData);
504         const sinteaVar = getRandomInt(2);
505         console.log(sinteaVar);
506         const sinteaVarToType = sinisteaTypes[sinteaVar];
507         update(pkmnData);
508         const sinteaData = await vivAPI(sinteaVarToType.toLowerCase().replaceAll(' ', '-').replace('(', "").replace(")", ""));
509         search.value = sinteaVarToType;
510         console.log(sinteaData);
511         console.log(sinteaVarToType);
512         number.innerHTML = '#'+ pkmnData.id.toString().padStart(4, '0');
513         //The other form doesn't actually have sprites, so..... It's the same image.
514         updateImage(pkmnData);
515         setTypeTo(sinteaData);
516         setNameTo(sinteaData);
517         sboost.style.display = "none";
518     }
519     }
520     ↵
521     if (["Floette", "floette", "670"].includes(search.value)) {
522         console.log(pkmnData);
523         const floetVar = getRandomInt(5);
524         console.log(floetVar);
525         const floetVarToType = floetteTypes[floetVar];
526         update(pkmnData);
527         const floetData = await vivAPI(floetVarToType.toLowerCase().replaceAll(' ', '-').replace('(', "").replace(")", ""));
528         search.value = floetVarToType;
529         console.log(floetData);
530         console.log(floetVarToType);
531         number.innerHTML = '#'+ pkmnData.id.toString().padStart(4, '0');
532         updateImage(floetData);
533         setTypeTo(floetData);
534         setNameTo(floetData);
535         //This is actually redundant.
536         showVariance('FloetteFormz');
537     }
538     ↵

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539     } else {
540         //If a pokemon isn't these twelve or so, It won't break.
541         update(pkmnData);
542         updateImage(pkmnData);
543         setTypeTo(pkmnData);
544         //ts time!, These correct the names that have special names.
545         if (["nidoran-m", "32", "nidoran-f", "29", "farfetchd", "83", "mr-mime", "mr-mime-galar", "122", "mime-jr", "439", "type-
546 null", "772", "sirfetchd", "865", "mr-rime", "866"].includes(pkmnNameApi)) {
547             if (["nidoran-m", "32"].includes(pkmnNameApi)) {
548                 search.value = "Nidoran 🐾";
549             }
550             ↳
551         } else {
552             setNameTo(pkmnData);
553         };
554     }
555
556     if (pkmnFrmz.includes(pkmnNameApi)) {
557         sboost.style.display = "block"
558         topare.style.backgroundImage = 'url("Assets/pokeball.png")';
559         if (gmaxFrmz.includes(pkmnNameApi)) {
560             topare.style.backgroundImage = 'url("Assets/GMax.png")';
561             if (pkmnNameApi == "alcremie-gmax") {
562                 number.innerHTML = "#0869".toString();
563                 showVariance('AlcremieFormz');
564             }
565             ↳
566         }
567         if (megaFrmz.includes(pkmnNameApi)) {
568             topare.style.backgroundImage = 'url("Assets/Mega.png")';
569             if (pkmnNameApi == "abomasnow-mega") {
570                 number.innerHTML = "#0460".toString();
571                 showVariance('AbomasnowFormz');
572             }
573             ↳
574         }
575         if (toteFrmz.includes(pkmnNameApi)) {
576             topare.style.backgroundImage = 'url("Assets/Totem.png")';
577             if (pkmnNameApi == "araquanid-totem") {
578                 number.innerHTML = "#0752".toString();
579                 showVariance('AraquanidFormz');
580             }
581             ↳
582         }
583         if (alolFrmz.includes(pkmnNameApi)) {
584             topare.style.backgroundImage = 'url("Assets/Alola.png")';
585             if (pkmnNameApi == "diglett-alola") {
586                 number.innerHTML = "#0050".toString();
587                 showVariance('DiglettFormz');
588             }
589             ↳
590         }
591         if (origFrmz.includes(pkmnNameApi)) {
592             topare.style.backgroundImage = 'url("Assets/Arceus.png")';
593             if (pkmnNameApi == "dialga-origin") {
594                 number.innerHTML = "#0483".toString();
595                 showVariance('DialgaFormz');
596             }
597             ↳
598         }
599         if (hisuFrmz.includes(pkmnNameApi)) {
600             topare.style.backgroundImage = 'url("Assets/Hisui.png")';
601             if (pkmnNameApi == "arcanine-hisui") {
602                 number.innerHTML = "#0059".toString();
603                 showVariance('ArcanineFormz');
604             }
605             ↳
606         }
607         if (galaFrmz.includes(pkmnNameApi)) {
608             topare.style.backgroundImage = 'url("Assets/Galar.png")';
609             if (pkmnNameApi == "articuno-galar") {
610                 number.innerHTML = "#0144".toString();
611                 showVariance('ArticunoFormz');
612             }
613             ↳
614         }
615         if (paldFrmz.includes(pkmnNameApi)) {

```



```

616         topare.style.backgroundImage = 'url("Assets/Paldea.png")';
617         if (pkmnNameApi == "tauros-paldea-aqua-breed" || pkmnNameApi == "tauros-paldea-combat-breed" || pkmnNameApi == "tauros-
618 paldea-blaze-breed") {
619             number.innerHTML = "#0128".toString();
620             showVariance('TaurosFormz');
621         }
622         ↵
623     }
624     if (starFrmz.includes(pkmnNameApi)) {
625         topare.style.backgroundImage = 'url("Assets/Starter.png")';
626         if (pkmnNameApi == "eevee-starter") {
627             number.innerHTML = "#0133".toString();
628             showVariance('EeveeFormz');
629         }
630         ↵
631     }
632     if (bondFrmz.includes(pkmnNameApi)) {
633 // Mega Is currently a placeholder until Battle Bonds get an actual symbol.
634         topare.style.backgroundImage = 'url("Assets/Mega.png")';
635         if (pkmnNameApi == "greninja-ash" || pkmnNameApi == "greninja-battle-bond") {
636             number.innerHTML = "#0658".toString();
637             showVariance('GreninjaFormz');
638         }
639     }
640     if (primfrmz.includes(pkmnNameApi)) {
641         if (pkmnNameApi == "kyogre-primal") {
642             topare.style.backgroundImage = 'url("Assets/PryKy.png")';
643             number.innerHTML = "#0382".toString();
644             showVariance('KyogreFormz');
645         }
646         if (pkmnNameApi == "groudon-primal") {
647             topare.style.backgroundImage = 'url("Assets/PriGr.png")';
648             number.innerHTML = "#0383".toString();
649             showVariance('GroudonFormz');
650         }
651     }
652     if (pkmnNameApi == "floette-eternal") {
653         topare.style.backgroundImage = 'url("Assets/Eternal.png")';
654         number.innerHTML = "#0670".toString();
655         showVariance('FloetteFormz');
656     }
657 }
658 }
659 if (pkbaFrmz.includes(pkmnNameApi)) {
660     if (pkmnNameApi == "aegislash-blade") {
661         number.innerHTML = "#0681".toString();
662         showVariance('AegislashFormz');
663     }
664     ↵
665 }
666 if (exclFrmz.includes(pkmnNameApi)) {
667     if ([ "abomasnow", "460" ].includes(pkmnNameApi)) {
668         showVariance('AbomasnowFormz');
669     }
670     ↵
671 }
672 }
673 }
674 } else {
675     sboost.style.display = "none"
676     topare.style.backgroundImage = 'url("Assets/pokeball.png")';
677 }
678 //However, If there's an Error:
679 } catch (error) {
680 //Check If they referred to MissingNo.
681     if ([ "MissingNo.", "Missingno.", "missingno.", "missingno.", "MissingNo", "Missingno", "missingno", "missingno", "Missing
682 No.", "Missing no.", "Missing No.", "missing no.", "Missing No", "Missing no", "missing No", "missing no", "Missing_No.",
683 "Missing_no.", "missing_No.", "missing_no.", "Missing_No", "Missing_no", "missing_No", "missing_no", "Missing-No.", "Missing-no.",
684 "missing-No.", "missing-no.", "Missing-No", "Missing-no", "missing-No", "missing-no", "0" ].includes(search.value) ) {
685         //Inherited from ChatGPT.
686         console.error("Error fetching Pokemon data:", error);
687     }
688     // Set the value to "MissingNo."
689     search.value = "MissingNo.";
690 // Sets Definite Values.
691     number.innerHTML = "#0000";
692     pimage.src = "Assets/0.png";

```

```

693 //Plays The Cry MissingNo. Apparently plays in R&B
694     const audio = new Audio('https://raw.githubusercontent.com/PokeAPI/cries/main/cries/pokemon/legacy/32.ogg');
695     audio.play();
696 // Clear the current types
697     ptypes.innerHTML = '';
698     let newType = document.createElement('span');
699 // Hardcodes missingNo's type.
700     newType.innerHTML = "Bird";
701     newType.classList.add('type');
702     ptypes.appendChild(newType);
703 // Changes Colors accordingly.
704     newType.style.backgroundColor = `rgb(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`; //
705 Apply color for Bird type
706     ptbody.style.backgroundColor = `rgb(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`; // Set
707 background color for Bird type
708     document.body.style.backgroundColor = `rgb(${bgColors["bird"][0]}, ${bgColors["bird"][1]}, ${bgColors["bird"][2]})`; // Set
709 background color for Bird type
710
711     // Custom stats for Missingno
712     const customStats = [
713         { base_stat: 33, stat: { name: "hp" } },
714         { base_stat: 136, stat: { name: "attack" } },
715         { base_stat: 0, stat: { name: "defense" } },
716         { base_stat: 6, stat: { name: "special-attack" } },
717         { base_stat: 6, stat: { name: "special-defense" } },
718         { base_stat: 29, stat: { name: "speed" } },
719 // This actually leads to a bug where the BST appears bigger than it is. I kept it there because JS Liked it there, and I find it
720 funny that MissingNo is bugged.
721         { base_stat: 231, stat: { name: "total" } },
722     ];
723
724     // Manually update the stats for Missingno
725     let totalStats = 0;
726     stanum.forEach((statElem, index) => {
727         const statValue = customStats[index].base_stat;
728         statElem.innerHTML = statValue.toString().padStart(3, "0");
729         //This was having trouble with MissingNo.
730         totalStats += statValue;
731         let barStat = statValue / 2.5;
732         //StatBar Styles, changes directly to bird.
733         stibar[index].style.width = barStat.toString() + '%';
734         stibar[index].style.backgroundColor = `rgb(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`;
735         stobar[index].style.backgroundColor = `rgb(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`;
736         `${".3"}%`;
737         stanum[index].style.color = `rgba(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`;
738         stdesc[index].style.borderRightColor = `rgb(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`;
739         stdesc[index].style.color = `rgb(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`;
740 // Changes The Scrollbar color and Background color on the Credits block
741         sbinnr.style.scrollbarColor = `rgb(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`
742         `rgb(${0},${0},${0},${0})`;
743         sboost.style.backgroundColor = `rgb(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`;
744     });
745     bastat.style.color = `rgb(${typeColors["bird"][0]}, ${typeColors["bird"][1]}, ${typeColors["bird"][2]})`;
746     topare.style.backgroundImage = 'url("Assets/pokeball.png")';
747 // Turns Stat boosting forms into Credits.
748     showVariance("Credits")
749     stacfh.style.display = "none";
750     credih.style.display = "block";
751     } else {
752 // If you did not input MissingNo, This will tell you "Something Went Wrong"
753     alert("That Pokemon Does not Exist, or has not been implemented correctly, Try Again.")
754     }
755 }
756 }); // calls "search" then adds the function "On change, run an event, the following event being alerting the user to the change
757 sending it as the target value."
758 //Updates the data according to pkmnData
759 function update(pkmnData) {
760     console.log(pkmnData);
761     const mainColor = typeColors[pkmnData.types[0].type.name];
762     number.innerHTML = `#'+ pkmnData.id.toString().padStart(4, '0')`;
763 //allows the Jigglypuff song Easter Egg, instead of playing her cry.
764     if ([`jigglypuff`, "Jigglypuff", "39"].includes(search.value)) {
765         const audio = new Audio('Assets/Jigglypuff_Song.wav');
766         audio.play();
767     } else {
768 //Sentret and Lillipup both had the issue of not having cries, this gives them confirmed functional ones. I have a better method
769 now, this does not use it.

```

```

770     if (["sentret", "Sentret", "161", "lillipup", "Lillipup", "506"].includes(search.value)) {
771         const audio = new Audio(pkmnData.cries.legacy);
772         audio.play();
773     } else {
774         Plays the most recent cry.
775         const audio = new Audio(pkmnData.cries.latest);
776         audio.play();
777     }
778 }
779 // Initialize total stats variable
780 let totalStats = 0;
781
782 pkmnData.stats.forEach((s, i) => {
783 //Change stat colors
784     stanum[i].innerHTML = s.base_stat.toString().padStart(3, "0");
785     totalStats += s.base_stat;
786     let barStat = s.base_stat/2.5;
787     stibar[i].style.width = barStat.toString() + '%';
788     stibar[i].style.backgroundColor = `rgb(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]})`;
789     stobar[i].style.backgroundColor = `rgba(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]}, ${".3"})`;
790     stanum[i].style.color = `rgba(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]})`;
791     stdesc[i].style.borderRightColor = `rgba(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]})`;
792     stdesc[i].style.color = `rgba(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]})`;
793 });
794 total.innerHTML = totalStats.toString().padStart(3, '0');
795 let tPercent = totalStats/10;
796 itotal.style.width = tPercent.toString() + "%";
797 todesc.style.borderRightColor = `rgba(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]})`;
798 bastat.style.color = `rgba(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]})`;
799
800
801 }
802
803 //Allows for the guaranteed Shiny.
804 function shinyLocks() {
805     if (shinyLock === "off") {
806         shinyLock = "on";
807         const audio = new Audio('Assets/shiny.mp3');
808         audio.play();
809         console.log("Shiny lock is now ON");
810     } else {
811         shinyLock = "off";
812         console.log("Shiny lock is now OFF");
813         const audio = new Audio('Assets/Ability-Activate.mp3');
814         audio.play();
815     }
816 }
817
818 //Stack overflow code, Or ChatGPT, I have no Idea what it does, but it does it's job and that's all that really matters.
819 function getRandomInt(max) {
820     return Math.floor(Math.random() * max);
821 }
822 //Sets the Types with the provided data.
823 function setTypeTo(sourceData) {
824     const mainColor = typeColors[sourceData.types[0].type.name];
825     ptypes.innerHTML = '';
826     sourceData.types.forEach((t) => {
827         let newType = document.createElement('span');
828         let color = typeColors[t.type.name];
829         newType.innerHTML = toTitleCase(t.type.name);
830         newType.classList.add('type');
831         ptypes.appendChild(newType);
832         newType.style.backgroundColor = `rgb(${color[0]}, ${color[1]}, ${color[2]})`;
833         console.log(t.type.name);
834         pkbody.style.backgroundColor = `rgb(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]})`;
835         sboost.style.backgroundColor = `rgb(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]})`;
836         document.body.style.backgroundColor = `rgb(${bgColors[t.type.name][0]}, ${bgColors[t.type.name][1]},
837 ${bgColors[t.type.name][2]})`;
838         itotal.style.backgroundColor = `rgb(${color[0]}, ${color[1]}, ${color[2]})`;
839         sttbar.style.backgroundColor = `rgba(${color[0]}, ${color[1]}, ${color[2]}, ${".3"})`;
840         stotal.style.color = `rgb(${color[0]}, ${color[1]}, ${color[2]})`;
841         todesc.style.color = `rgba(${color[0]}, ${color[1]}, ${color[2]})`;
842         sbinnr.style.scrollbarColor = `rgba(${mainColor[0]}, ${mainColor[1]}, ${mainColor[2]}) rgba(${0},${0},${0},${0})`;
843     });
844 }
845 //It Just sets the name, depending on if it falls into the case of needing a - or not.
846 function setNameTo(sourceData) {

```

```

847     if (!poryPrinc.includes(search.value.toString())) {
848
849         search.value = toTitleCase(sourceData.name.toString().replaceAll("-", " "));
850     }
851     else {
852         search.value = toTitleCase(sourceData.name.toString().replaceAll(" ", "-"));
853     }
854 };
855 //Updates The Image
856 function updateImage(sourceData) {
857     //Checks ShinyLock
858     if (shinyLock === "on") {
859         //If It can't get a sprite for the shiny, It'll go to Showdown. (The better method I mentioned.
860         if (sourceData.sprites.front_shiny == null) {
861             pimage.src = sourceData.sprites.other.showdown.front_shiny;
862         } else {
863             pimage.src = sourceData.sprites.front_shiny;
864         }
865         //Does the same thing as above, just adds real shiny odds.
866     } else {
867         if (sourceData.sprites.front_shiny == null) {
868             let shinyOdds = getRandomInt(4096);
869             console.log(shinyOdds);
870             if (shinyOdds == 76) {
871                 pimage.src = sourceData.sprites.other.showdown.front_shiny;
872                 alert("Congrats!");
873                 //Tells you Congrats in case of Shiny.
874             } else {
875                 pimage.src = sourceData.sprites.other.showdown.front_default;
876             }
877         } else {
878             let shinyOdds = getRandomInt(4096);
879             console.log(shinyOdds);
880             if (shinyOdds == 76) {
881                 pimage.src = sourceData.sprites.front_shiny;
882                 alert("Congrats!");
883             } else {
884                 pimage.src = sourceData.sprites.front_default;
885             }
886         }
887     }
888 };
889
890 function showVariance(pkmnZ) {
891     //Turns Credits into Stat changing forms, and shows select pokemon's forms.
892     sboost.style.display = "block";
893     stacfh.style.display = "block";
894     credih.style.display = "none";
895     let allForms = document.querySelectorAll('.pkmnFormz');
896     allForms.forEach((element) => {
897         element.style.display = "none";
898     });
899     let specificpkn = document.querySelectorAll("." + pkmnZ);
900     specificpkn.forEach((element) => {
901         element.style.display = "block";
902     });
903 }

```