Pokémon Manual using Bootstrap

I recently finished a Bootstrap course on Scrimba and received a certificate for my accomplishment, but then I came to the realization I don’t have any projects to showcase this skillset off besides the ones they supplied. I decided to use Bootstrap to create this Pokémon Trading Card Game (TCG) manual to add to my resume as well as try to get some extra credit points. I was able to develop a responsive, interactive, and user-friendly website thanks to this assignment. The manual, which I like to think is in an aesthetically pleasing and user-friendly state of manner, covers important subjects such as game setup, game actions, Pokémon cards, energy cards, trainer cards, and how to win the game. The website is mobile-friendly and looks fantastic on desktop and mobile devices thanks to Bootstrap's grid system and responsive tools I implemented.

Some other features I added were a dynamic navigation bar, interactive buttons that open modals with further information, and a simple layout that adjusts to various screen sizes, are some of the project's standout features. For instance, selecting the 'Charmander' button brings up a modal window containing comprehensive details about the Pokémon card. Through this project, I was able to strengthen my knowledge of web development and learn how to leverage Bootstrap elements like navigation bars, modals, and buttons to boost user experience. Below are some screenshots of how it looks live. I’m supplying a link to my loom where you can watch the full video of me presenting the project as I feel like the screenshots aren’t doing it full justice. <https://www.loom.com/share/97ddfc5f13eb45f5a150271fd2e34f1b?sid=41bd40b6-908b-4387-953b-d57c672aa9d2>

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