Pokémon Web

After we first talked about my steps moving forward, I began to think about what the best course of action for this concept would be. The original plan for this project was to use Spring Boot to essentially create the game. Initially, I installed Maven, added the Spring Boot extension to Visual Studio Code, and chose the required backend dependencies. But I soon came to a quick realization, the way I was mapping it out in my head, the best course of action would be to go in a different direction. Therefore, I went ahead with a design that was more frontend focused.

I started by focusing on the HTML and CSS side of things, which were quite simple. I had to make sure every player had a card hand and an active Pokémon area and then as well as a battle arena needed to be incorporated. To make the interface neat and easy to use, the CSS was straightforward and only entailed styling the game board, buttons, header, footer, and overall layout. After finishing this section, I believed I had everything worked out.

But JavaScript presented the true obstacle at hand. It was quite simple to set up the basic features as I knew the basic features that need to be implemented, such as managing button clicking and card interactions, but I ran into issues with the game's picture movement as I didn’t know how I wanted that to realistically look. I didn’t know if I wanted to do a drag and drop method at one point, but decided it would be best to go a different route. Setting up the deck was the easiest part on the JavaScript side of things, where I began to struggle with the button clicking actions that needed to happen once the button was being clicked. I think the problem stemmed from the images, or shall I say the cards, having to be moved back and forth around the screen.

Fortunately, I was able to reach out to a buddy of mine that offered me some assistance with the functionality of the problem I was running into with the button clicking. We started with the choose Pokémon button first. He helped me debug the problem with the dev tools as we probably sat there for three hours or so trying to figure it out, setting multiple break points throughout the process. After we managed to get that working, I was on my merry way and everything else began to fall into line for me as once again I was able to finally get the ball rolling again. I managed to get the game's functionality to work properly after that. After resolving that issue, I proceeded to additional buttons, such as "Draw Card," "Play Pokémon," and "Attack," which was kind of a repeating process especially when I was able to figure it out for one player I just copied the code over to the other player and changed a few things.

After the JavaScript part was completed and the game was functional, I decided to incorporate Bootstrap into the project to make it visually appealing and more responsive, just as I had done for my Pokémon TCG manual. The same reason why I did it for the manual is the same reason why I wanted to go back into my code and incorporate it here. The only thing I can say is I wish I had just decided to add it in from the jump, as I had to kind of go back through everything and add on essentially. But I know this is only going to further enhance my front-end development skills, and using Bootstrap allowed me to streamline the layout, making the interface more polished and adaptable to different screen sizes.

All in all, this project has taught me so much, it forced me to learn and get a better understanding of JavaScript. As I’m writing this, I’m still not fully satisfied with the project as I know I can go back into the code and add some other ideas and work out some kinks, but in the end, I feel like this is a great start and I am happy with the showcase.