JavaScript Library Research Project

How I spent my time

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I spent about the first hour or two simply looking for just the right library to implement. I started to work on a game library but quickly became overwhelmed by the X and Y axis and decided to try something different. I finally decided to try the Pokeapi that keeps coming up in class. I then spend about 3 hours researching their documentation and trying to figure out how to implement it into my project. I also had to learn how they suggested obtaining information from the API and the various methods they have built in. I then spend about another 2 or 3 hours organizing my JavaScript code to assign various elements of the JSON into my Pokemon object and putting it into various elements of the DOM. I then spent probably 2 or 3 hours trying to style this thing (CSS is not my strong suit). All in all I most definitely enjoyed this project, aside from the CSS. I still never got it to look very pretty… Just open the website on a widescreen monitor if you would.