**Pokemon Explorer**

1. **Fetch and Display Pokémon Data**

* Fetch Pokémon data from PokéAPI.
* Display Pokémon as cards with images, names, and types.
* PokeAPI has abundant data

2. **Search and Filter**

* Implement a search bar to find Pokémon by name.
* Add a filter by type (e.g., Fire, Water, Grass)
* Add a filter by generation?

3. **Sorting**

* Sort Pokémon by ID, Name, or (extention) Base Stats (e.g., HP, Attack).

4. **Pokémon Details Page**

Clicking a card opens a detailed page with:

* Description (if available in API)
* Stats (HP, Attack, Defense, etc.)
* Abilities
* Evolution chain

5. **McDonalds style pokemon snap (Pokemon Stat Battle)**

* Choose a Pokemon or Randomly allocated a Pokemon
* Card is displayed for that pokemon with stats shown
* Select one of the stats to battle
* A random Pokemon is chosen and the equivalent stat compared
* Winner is declared
* (Extension) Use simple animation or use animated sprites?

PokeAPI:

There is too much information that I do not need, here is an example of what fields I want to use: for <https://pokeapi.co/api/v2/pokemon/15/>

{

"abilities": [

{

"ability": {

"name": "swarm",

"url": "https://pokeapi.co/api/v2/ability/68/"

},

"is\_hidden": false,

"slot": 1

},

{

"ability": {

"name": "sniper",

"url": "https://pokeapi.co/api/v2/ability/97/"

},

"is\_hidden": true,

"slot": 3

}

],

"height": 10,

"id": 15,

"name": "beedrill",

"sprites": {

"other": {

"official-artwork": {

"front\_default": "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/official-artwork/15.png",

},

},

},

"stats": [

{

"base\_stat": 65,

"stat": {

"name": "hp",

}

},

{

"base\_stat": 90,

"stat": {

"name": "attack",

}

},

{

"base\_stat": 40,

"stat": {

"name": "defense",

}

},

{

"base\_stat": 45,

"stat": {

"name": "special-attack",

}

},

{

"base\_stat": 80,

"stat": {

"name": "special-defense",

}

},

{

"base\_stat": 75,

"stat": {

"name": "speed",

}

}

],

"types": [

{

"slot": 1,

"type": {

"name": "bug",

}

},

{

"slot": 2,

"type": {

"name": "poison",

}

}

],

"weight": 295

}