Pokedex Site

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Web Fundamentals

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Introduction

This is a website I made to help people playing the pokemon games have an easy to use database filled with various information from the game. I included lots of information about each pokemon from the first 4 regions, including things like stats, possible moves, and types.

The target audience of the site is anyone who is interested in learning more about pokemon. This will usually be a younger audience, since video games, and pokemon specifically tent to be more popular among young people.

Site URL

<https://holm-i-252.github.io/wdd130/pokedex/index.html>

Goals

May main goal for this site was to make something that made it easier to find information while playing pokemon with my younger brother. He’s like an encyclopedia on this stuff, but I have a harder time remembering it. I figured this site could be an easy way to find information about the specific things in the game I have a hard time remembering. It was my goal to make a comprehensive database on all the information that is most important while playing the first 4 games.

Design Process

One of the major things that affected the design process of this site was how to get the large amount of information needed to make it work. My solution was to use a free API called PokeAPI. This allowed me to just make calls for a pokemon’s information when a user selects one. This was far easier than manually entering all the data myself. For the colors, I wanted to choose ones that were reminiscent of the games, so I went with white and red, since they are featured heavily. For the layout of the pages, I mostly centered it around a main area that updates itself to include the correct information when one of the pokemon bellow it is selected. On the main component, it updates to contain an image of the selected pokemon, it’s typing, buttons to reveal the moves and abilities, and a radar chart that contains its stats. The included stats are attack, special attack, defense, special defense, HP and speed. I made the radar chart using a JavaScript library called ChartJS. This allowed me to take the stats object from the API call and just feed the data into the corresponding area of the chart.

What I Learned

This project was a really fun one for me to practice my JavaScript skills with. It was cool to learn the best way to call an API for the pokemon information, as well as the chart library to make it look cooler. I also enjoyed practicing some more CSS grid. That was something I wasn’t as familiar with, since I typically always use flexbox to align multiple elements on a page. This was a really good way to practice using for each loops in JavaScript too, since each page needed to have functions and images and other things on each of the hundreds of pokemon. I really enjoyed being able to process all that information into a much easier to understand format.