

TAREA 5: VUE

GRUPO 8

GUILLERMO ACHONDO
TOMÁS CONCHA
ANA MARÍN



APP: POKEMON TRUMP CARD

1

Juego de cartas en el que el usuario debe adivinar cual de dos pokemones tiene el valor más alto en una estadística dada

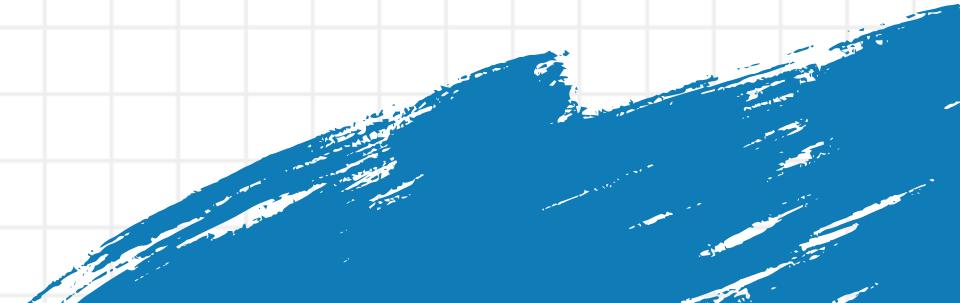
2

El usuario gira una rueda para determinar que estadistica de los pokemones se va a comparar

3

Se presentan dos pokemones escogidos al azar y el usuario hace su elección

- API:





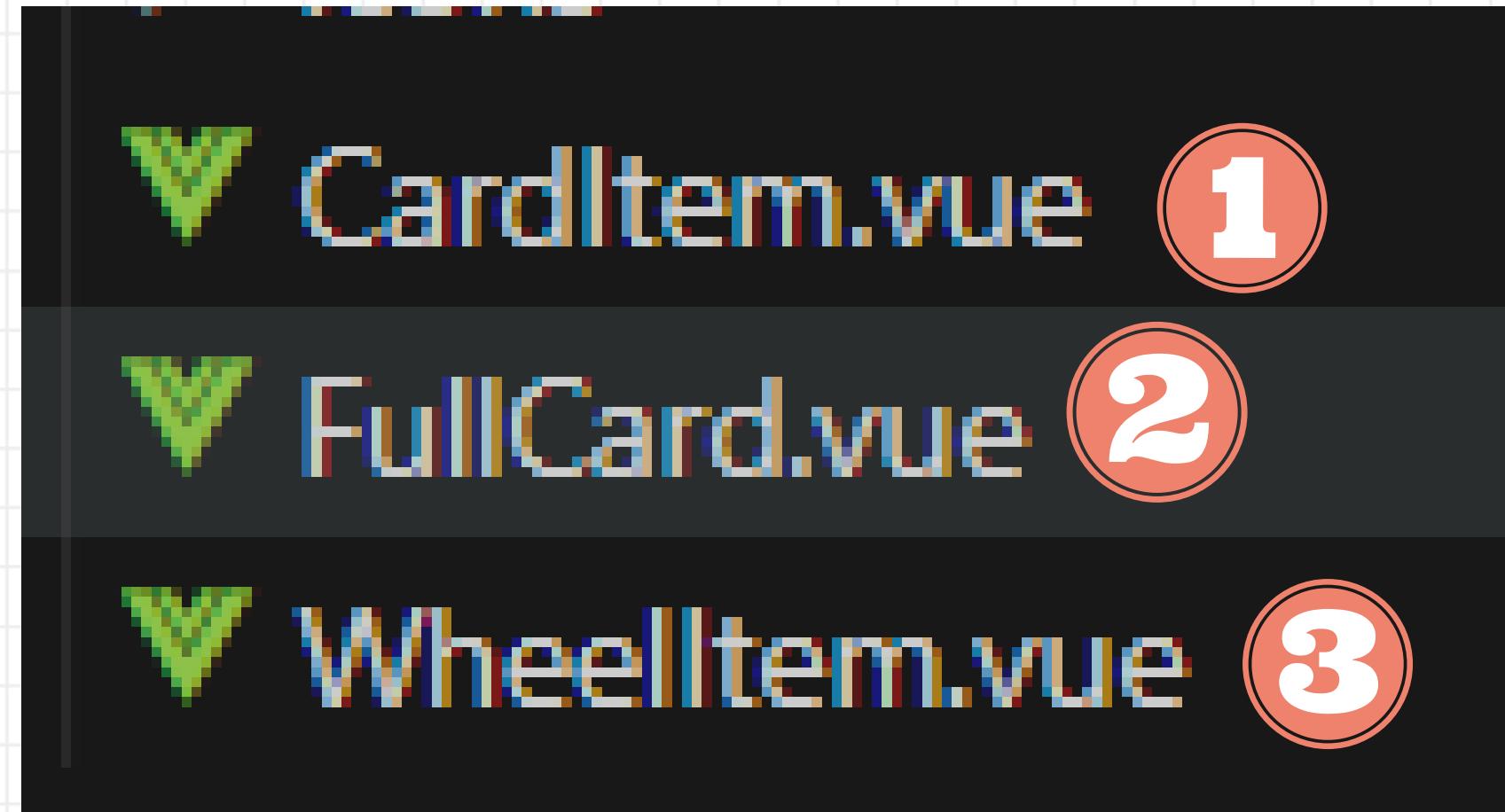
DEMO

VISTAS

```
const router = createRouter({
  history: createWebHistory(import.meta.env.BASE_URL),
  routes: [
    {
      path: '/',
      name: 'default',
      component: HomeView
    },
    {
      path: '/home',
      name: 'home',
      component: HomeView
    },
    {
      path: '/about',
      name: 'about',
      component: AboutView
    },
    {
      path: '/team',
      name: 'team',
      component: Pokemon
    },
    {
      path: '/game',
      name: 'game',
      component: GameView,
      props: true
    },
    {
      path: '/wheel',
      name: 'wheel',
      component: WheelView
    }
  ]
})

export default router
```

COMPONENTES



COMPONENTES



```
export default (await import('vue')).defineComponent({
  props: {
    stat_number: Number,
    pokemon: Object,
    sprite: String,
  },
  data(){
    return{
      store
    }
  }
})
</script>

<template>
  <div v-if="pokemon!.stats && stat_number != undefined" id="card_1" class="card">
    <div style="display: flex ;">
      <div v-if="sprite == pokemon!.sprites.front_shiny"> * </div>
      {{ pokemon!.name.replaceAll("-", " ").toUpperCase() }}
      <div v-if="sprite == pokemon!.sprites.front_shiny"> * </div>
    </div>

    <div v-if="!store.gameIsOnGoing">
      {{ pokemon!.stats[stat_number].stat.name.replaceAll("-", " ").toUpperCase() }}: {{pokemon!.stats[stat_number].base_stat }}
    </div>
  </div>
</template>
```

COMPONENTES



```
export default (await import('vue')).defineComponent({
  props: {
    pokemon: Object,
    sprite: String,
  },
  data(){
    return{
      store
    }
  }
})
</script>

<template>
  <div v-if="pokemon!.stats" id="card_1" class="fullcard">
    <div style="display: flex ;">
      <div v-if="sprite == pokemon!.sprites.front_shiny" * >
        {{ pokemon!.name.replaceAll("-", " ").toUpperCase() }}
      <div v-if="sprite == pokemon!.sprites.front_shiny" * >
    </div>

    <div v-if="pokemon" style="display: flex; flex-direction: column;">
      <li v-for="num in [0,1,2,3,4,5]" style="list-style: none;">
        {{ pokemon!.stats[num].stat.name.replaceAll("-", " ").toUpperCase() }}: {{pokemon!.stats[num].base_stat }}
      </li>
    </div>
  </div>
</template>
```

COMPONENTES

3

<https://github.com/XiaoLin1995/vue-fortune-wheel/tree/master#readme>

yarn add vue-fortune-wheel

DIRECTIVAS DE VUE

v-if

v-for

v-bind



MANEJO DE ESTADO

```
import { reactive } from 'vue'

export const store = reactive({
    gameIsOnGoing: true,
    gamesPlayed: 1,
    gamesWon: 1,
    name: "NoName",
    pokemonId: 0,
    WonAGame(){
        this.gamesWon++
    },
    PlayedAGame(){
        this.gamesPlayed++
    },
    setName(input){
        this.name=input
    },
    setPokemonId(input){
        this.pokemonId=input
    },
})
```



CONCLUSIONES