# Build your Pokédex

This is your Pokédex now.

It isn't pretty and you can't scroll.

Let's fix that.

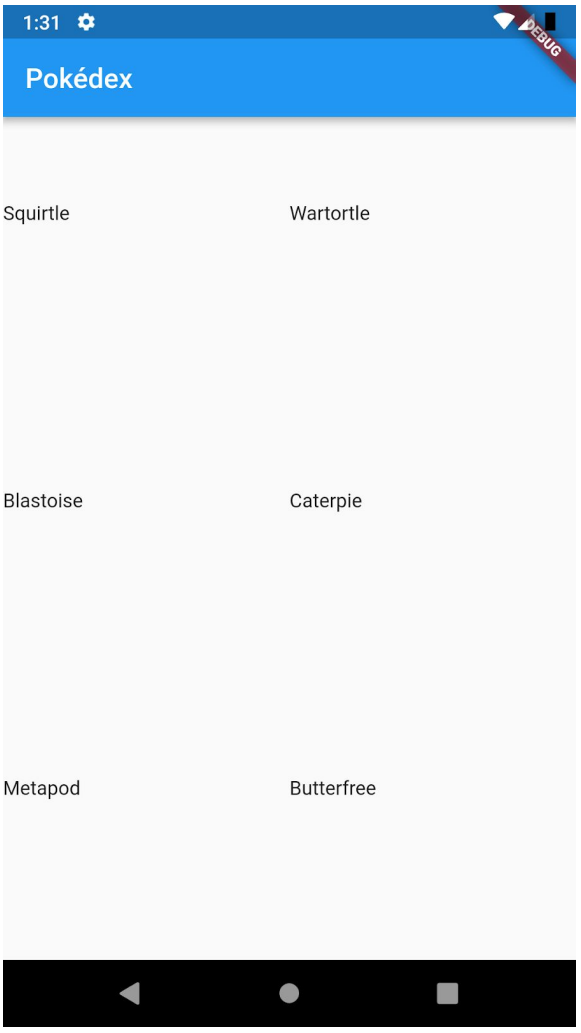
# 1) Using a GridView

Use a GridView to enable scrolling and show the name of the Pokémons in a grid.

Have a look at the GridView cookbook for inspiration.

You can also have a look at the API documentation, but it is quite extensive.

The final result should look something like what you see on the right.



IT MINDS

# 2) Your first widget

We want to show more than just the name of the Pokémon. Let's start by creating a widget for that.

Create a stateless widget called `PokemonGridItem`.

The widget should take a `Pokemon` as a constructor argument and save it in a property on the class.

Use the `Text` widget to show the name of the Pokémon.

Use your `PokemonGridItem` in the GridView.

An example of a basic stateless widget:

```
class MyWidget extends StatelessWidget {
  ...

  @override
  Widget build(BuildContext context) {
    return Text(...);
  }
}
```

# 3) Showing images

Use the `Column` and `CachedNetworkImage` widgets to show the Pokémon images.

Have a look at the Image cookbook for inspiration.

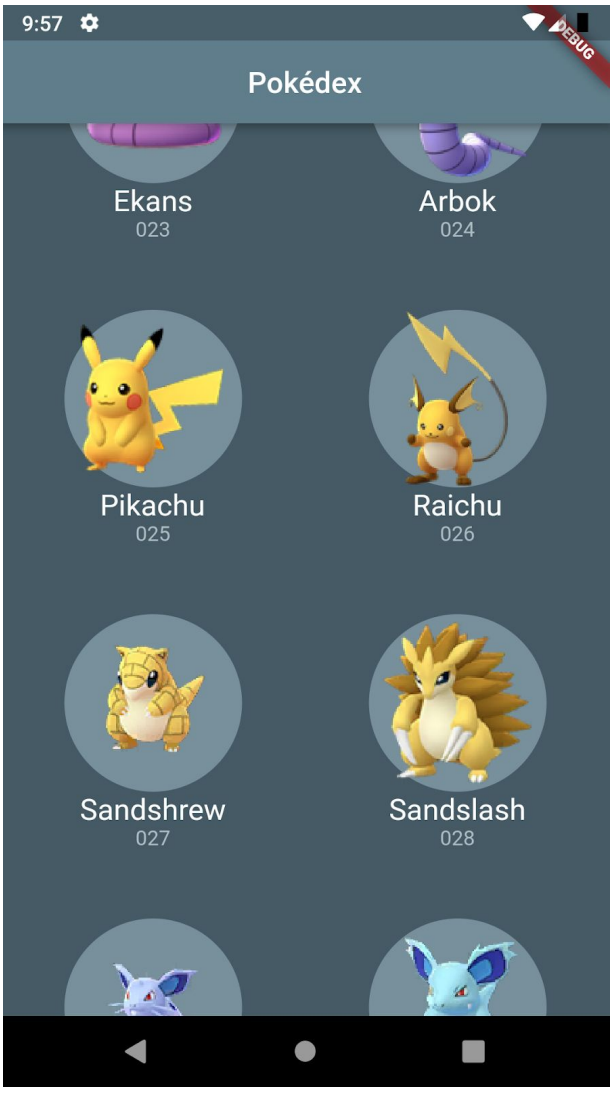
Hint: The `cached_network_image` package, is already installed in the project.

Go crazy with styling.

Try using the `Container` widget to add some padding and colors.

Have a look at the widget catalog for inspiration.

The final result could look something like what you see on the right.



# 4) Showing details

The `Pokemon` class contains more information than we can show in the grid view.

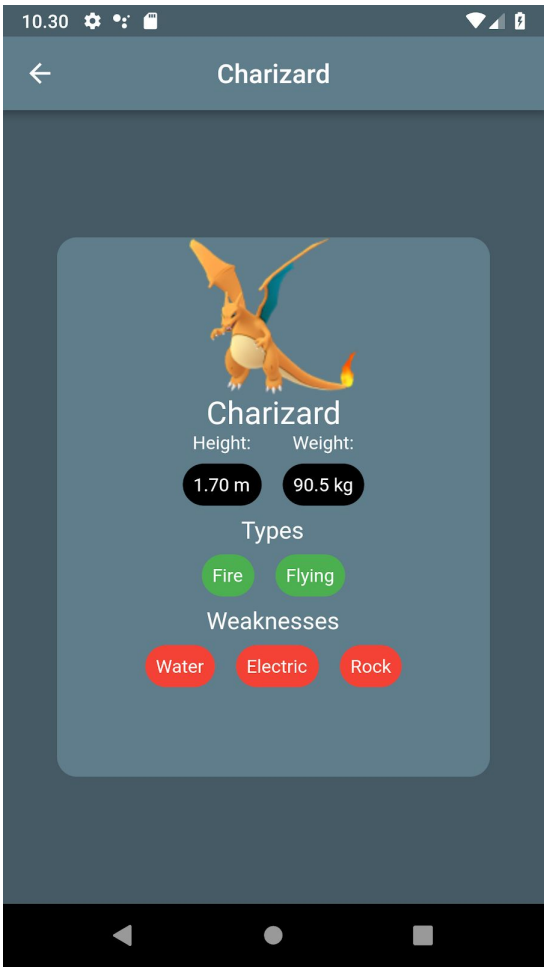
Let's create a screen where we can show more details such as the height, weight and weaknesses of the Pokémon.

Create a stateless widget called `DetailsScreen`. It should get a `Pokemon` just like the `PokemonGridItem` and show all its details.

The Pokédex should open this screen when you tap on a Pokémon in the grid view.

Use the `GestureDetector` widget for detecting taps. Have a look at the GestureDetector cookbook for inspiration.

Use the `Navigator` to navigate to the details screen on tap. Have a look at the Navigator cookbook step 2 for inspiration.




# 5) Animations

To add a hero animation to your pokémon images, wrap the images in a `Hero` widget.

Give the `Hero` widget a unique tag, like the pokémons name or number.

```
Hero(
  child: CachedNetworkImage(imageUrl: pokemon.image),
  tag: pokemon.number,
),
```

IT MINDS

# Extra improvements

## Show evolutions

The API also exposes evolutions. Update the `DetailsScreen` to support evolutions by showing both name and image of the evolutions. You will need to update your model.

An example from the API:

```
"prev_evolution": [
  {
    "number": "001",
    "name": "Bulbasaur"
  }
],
"next_evolution": [
  {
    "number": "003",
    "name": "Venusaur"
  }
]
```

## Catch Pokémons

Make it possible to mark which pokémons you have caught.

You could implement this by adding a “onLongPress” callback to the `GestureDetector`, and use a stateful widget to store the list - or maybe a BLoC?

The `PokemonGridItem` should also be edited, so it reflects the changes by showing some kind of icon on the caught pokémons.

## Search field

There is a lot of pokémons in the list. A useful feature would be to search for names. Implement a search feature on the homepage.

You could also implement filtering by type or sorting by height.