Pokemon Battle

Ease in to the world of Pokemon Go battles to impress your niece, nephew or kid! Let them know you’re hip; trio a dragon, steel and fairy-type pokemon against a fire, water and grass-type pokemon? Naturally! This game lets you create two three-pokemon teams to battle eachother and build the most effective trio. Using an API pull from <https://pokeapi.co/>, you can become familiar with the attacks available for each Pokemon. Logic to compare types will be based off <https://pokemondb.net/type>.

Task List:

1. Setup ‘create-react-app’ scaffold

2. Create list of Pokemon, allow user to pick which team to add Pokemon

3. Store both teams in React component state (make small components that can be reused for each team)

4. Call the pokeapi results for each Pokemon’s fighting abilities and image and store in React component state as object

5. Compare all fighting scenerios and display the best line-up for team A (if one exists) and team B (if one exists)

6. CSS

Dependencies:

* Pokeapi.co API
* React Router Dom

Plan:

* Follow task list in order, saving more complicated logic to the end
* Week 1: tasks 1-4 (pick pokemon and get attributes from API)
* Week 2: tasks 4-5 (sort through all battle scenarios and display results)
* Week 3: task 6 & if I have time allow user to enter team names
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On Battle:

