How to build game from scratch for expert users:

Prerequisite downloads:

Download MongoDB Compass via https://www.mongodb.com/try/download/shell

Have working IDE with most recent Java Version

Have Node.js installed

Have SpringBoot installed

https://marketplace.visualstudio.com/items?itemName=vmware.vscode-boot-dev-pack Clone this repo

Have MongoDB Compass open

Run Application.java

Install CORS extention to GoogleChrome

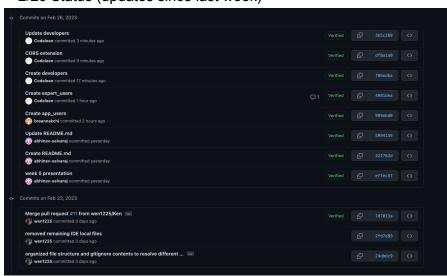
https://chrome.google.com/webstore/detail/allow-cors-access-control/lhobafahddgcelffkeicbagini geejlf?hl=en

To run react app and view frontend:

Go to /PokemonClient/game-v1 in the project directory run 'npm install' then 'npm start'

Press button to see pokemon data displayed and backend connection demonstrated This is current status of web game

2/26 Status (updates since last week)



Merge pull request #10 from wen1225/Abhi substantia shinav-selvaraj committed 4 days ago	Verified		
frontend connected to backend https://doi.org/10.0000/10.000000000000000000000000000			
Merge pull request #9 from wen1225/Abhi 📟 😚 abhinav-selvaraj committed 5 days ago	Verified		
added some more documentation and removed unused imports			
week4 presentation https://doi.org/10.0000/10.000000000000000000000000000			
Merge pull request #8 from wen1225/Abhi 📟			
Added ability to search for a random pokemon, and return a pokemon's 📟 😚 abhinav-selvaraj committed 5 days ago			
Merge pull request #7 from wen1225/Abhi 📟 😚 abhinav-selvaraj committed 5 days ago			
Merge branch 'Abhi' of https://github.com/wen1225/whos-that-pokemon i			
test shinav-selvaraj committed 5 days ago			
Merge pull request #6 from wen1225/Fix phinav-selvaraj committed 5 days ago			