# RICK & MORTY API

## ORGANIZATION

To organize this project different tools have been used:

-TRELLO to have a backlog of ideas, what I am currently working on, what I will do if I have time, completed functionalities and so on.

-This word document (pdf) to keep a worklog of what has been done during each day, issues that have occurred…

A screenshot of a computer

Description automatically generated with medium confidence-How I planned the project and steps taken as well as how I have used typescript, bootstrap, APIs requests…

SET UP

First of all, I had to create a Git repository, set the first folders and files with typescript and html, configure tsconfigure.json and set everything up to be able to compile. I set the file of interface.ts with the types of objects of Episode, Character and Location which will be exported.

## DESIGN

* With regards to the design. First I will be developing a desktop first and then translate it to mobile since for this particular case I see it as the option to go.
* A screenshot of a computer

  Description automatically generatedNow that the design has been finished, I will start with the logic part with typescript. First I have to study what happens when the page is laoded, adding all the HTML elements from the typescript and then interacting with them after fetching the API elements.

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Worklog: 12 May🡪 This day I have set everything up, started the design and already planned about how to organize everything, its styles, logic and so on. Tomorrow I will dedicate it to finish the entire design with responsive.

Worklog: 15 May->This day I have finished the design completely, started with the logic and I have already made a plan on how to go about it. Now it’s time to start with the most challenging part!