

# Pokédex

## Description

Develop an application which simulates the Pokédex containing the following functionalities:

1. Pokémons Listing
  - a. The listing must be made on one page (screen)
  - b. Each list item should have Pokémon name and image
  - c. When selecting an item from the list, a popup with the details of the pokémon must be presented (see item 2)
  - d. The screen should have a Pokémon type filter field (check the possible types in PokeApi - <https://pokeapi.co/docs/v2> )
  - e. Implement pagination (check PokeApi documentation)
2. Pokémon Details
  - a. The details of the selected Pokémon should be shown in a popup
  - b. Image (`front_default`)
  - c. Id (`id`)
  - d. Height
  - e. Weight
  - f. Type
3. Non-mandatory items (nice to have)
  - a. Cache Api data as it is accessed (can be in Sqlite or File database)
  - b. Allow to mark Pokémon as favorite (to cache information)
  - c. Pokémon image gallery (`sprites`)
  - d. Splash screen

## Considerations

- Do not use Wrappers for PokeApi
- The use of libraries for Xamarin is recommended
- It is not necessary to filter items "online". Filtering can be done only on items that are on the screen
- Be creative in developing the UI (if necessary, implement Effects and Custom Renderers)
- Make the code available in some repository (Ex .: Github) with a README with explanations of the decisions made during the development of the App, such as the reasons for your choices. Add App images running in a folder called "Screenshots"

## Tips

- Clean Code, Design Patterns, Architecture
- Invest time in the README. Be clear and objective, it is in the README that you will be able to describe your decision-making capacity regarding the choice of technologies and application design
- Take the time to read Api's documentation calmly so that you have a good understanding of how it works