**Pokémap powered by sack racing**

Team members: Jane, Bowen, Kevin

Potential APIs: Google Maps, Pokémon

Potential Library: Node.js (to code Firebase); Isotope

Elevator Pitch: We’re going to build a Pokémon Game. The game world will be the world of Google maps. It will focus on collecting and battling with Pokémon in the map. Our goal is to make the game feel like a classic, with modern web technologies. Our plan is as follows,

Phase 1

* Load Google Maps API
  + Use Geolocation and Places functionality
  + Replace Google Maps Marker with Pokéballs
  + Add remove marker OnClick function that adds a random get.ajax call to the Pokémon API, load data about health, image, and name into Firebase
  + Firebase on”Child Added”, childSnapshot load into Pokémon container
  + Assign custom data-id attributes to Pokémon buttons loaded (snapshot.key)
  + Create onclick function for the Pokémon container
  + Fetch $(this).attr(“data-id”), load into read Firebase Node.js function
  + Load random API call to new modal, load Pokémon choice to new modal

Phase 2

* Search functionality on the map + arrow key movement
* Pokémon Pouch
  + Show Stats (health/current attack power)
  + Modify Pouch with Isotope
* Load battle on collection + load first Pokémon in pouch + give option to change Pokémon choice through Pouch
* Battle Modal + Battle Logic
  + Catch and Attack button with live stats
  + Delete Pokémon from Pouch upon defect

Phase 3

* Figure out custom locations + spawning logic
* Modify places plug to load information about surroundings
* Rethink how we load Pokémon
  + Initially load Pokémon into firebase, organize by health, etc.
* If the user chooses not to enable location, then there needs to be an alert in the browser notifying the user to reload and enable location services
* Create modal to enable location services
* Let user sign in/create an account
* Set limit on how many Pokémon you can collect, notify when going over
* Maybe gets some music or sound going when a Pokémon is collected