# Responsive Design Homework

Wow, these neat new contraptions called tablets and mobile phones have just come out in the poke-market. All the trainers hate how their Pokedex are being rendered on their different devices. Your goal for this assignment is to create a Pokedex that is responsive and adaptive (your layout must change based on the viewport size given the three illustrator, or png, files we have provided you).

You will be graded on the following:

* Your page must be functional for the following viewport sizes using media queries: iPhone 6, iPad, and Laptop
  + We have provided you three illustrator (or png files if you prefer) to show you example layouts which you can choose to implement
  + Setting your breakpoints using media queries in the right places is key! – Try different values and test
* Style your Pokedex similar to how the illustrator/png files look
  + Use id and class selectors at a minimum (if you’re up to it, try to use descendant and combination selectors as well!)
  + Apply at least **15 CSS rules**
* Your page does not require any **horizontal** scrolling at any viewport size

You are more than welcome to use any CSS framework that you see fit, such as Boostrap or Materialize, as long as you meet the requirements above.

## Tips

* If you are \*not\* using a CSS framework, you may want to watch this goofy video on [flexbox](https://www.youtube.com/watch?v=G7EIAgfkhmg)
  + Flexbox was added in CSS3 to make making layouts in CSS much easier than using floats and blocks
* If you are using CSS frameworks, read their documentation carefully and use their reference page
  + Most CSS frameworks also provide templates that you may be able to use