

Technical Challenge

Overview

Build a Pokemon Browser application that demonstrates MVVM architecture, service layer design, and WPF/XAML proficiency.

Time Allocation: 3 days from receipt of this challenge

Functional Requirements

- 1. Search & Display**
 - a. Search bar to find Pokemon by name
 - b. Display a list of Pokemon with basic info (name, image, types)
 - c. Click on a Pokemon to view detailed information in a separate panel/view
- 2. Data to Display**
 - a. List view: Pokemon name, sprite image, primary type
 - b. Detail view: Name, image, height, weight, all types, and base stats (HP, Attack, Defense)
- 3. API Integration**
 - a. Use PokeAPI (<https://pokeapi.co/>) - free, no auth required
 - b. Endpoints needed:
 - i. GET <https://pokeapi.co/api/v2/pokemon?limit=151> (list)
 - ii. GET <https://pokeapi.co/api/v2/pokemon/{name}> (details)

Technical Requirements

- 1. Architecture**
 - a. Implement MVVM pattern (no code-behind except window initialization)
 - b. Service layer for API communication
 - c. Models for data representation
 - d. ViewModels with `INotifyPropertyChanged`
- 2. Service Layer**
 - a. `IPokemonService` interface
 - b. Async API calls
 - c. Proper error handling
 - d. DTO → ViewModel mapping
- 3. XAML/UI**
 - a. Data binding (no manual UI updates)
 - b. Commands for user interactions (not click events)
 - c. At least one `DataTemplate` for list items
 - d. Responsive layout

4. **Expected Patterns**

- a. Dependency injection (constructor injection minimum)
- b. Async/await for API calls
- c. ICommand implementation (RelayCommand/DelegateCommand)
- d. Proper use of ObservableCollection

Bonus Points (Optional)

- Loading indicator during API calls
- Caching to avoid redundant API calls
- Unit tests for service layer
- Custom styling/theme
- Image caching for Pokemon sprites

Deliverables

1. **Public GitHub Repository**

- a. Complete Visual Studio solution committed to a public GitHub repo
- b. Clean commit history showing your development process
- c. Share the repository URL with us upon completion

2. **README.md** in the repository explaining:

- a. How to run the application
- b. Architecture decisions made
- c. Any assumptions or trade-offs

Submission

Please share your GitHub repository URL within **3 days** of receiving this challenge.