

## 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.