

Pokédex

Objective

The objective of this project is to create an application that functions as a Pokédex. The application will have three main screens on a Tab bar:

- Pokémon list
- Pokémon types
- Favorites.

Pokémon list screen

This screen will display a list of all Pokémon in numerical order. The list will include the following data:

- Pokémon name
- Pokémon number

The screen will also include a search bar that will allow users to search by Pokémon name or number. When a user selects a Pokémon from the list, the Pokémon detail screen will open.

Pokémon detail screen

This screen will display detailed information about the selected Pokémon. The information will include the following data:

- Pokémon image

- Pokémon name
- Pokémon number
- Pokédex information
- Pokémon types
- Pokémon evolution chain *

* When a user selects a Pokémon from the list, the Pokémon detail screen will open (again)

Pokémon types screen

This screen will display a list of all Pokémon types with a Collection View. The list will include the following data:

- Pokémon type name
- Pokémon type symbol

When a type from the list is selected, the type detail screen will open.

Type detail screen

This screen will display information about the selected type. The information will include the following data:

- Double damage dealt
- Double damage received
- Half damage dealt
- Half damage received
- Not affected by
- No effect against

Favorites screen

This screen will display a list of Pokémon that the user has marked as favorites. The list will have the same format as the Pokémon list screen. When a Pokémon from the list is selected, the Pokémon detail screen will open.