

## Ash's Pokémon Card Collection Assignment

Ash Ketchum is probably the world's biggest Pokémon card fan. He has been collecting Pokémon cards since day one. Ash has faced many Pokémon card trials and defeated countless rival players on his path. Now, he faces his greatest challenge ever: sorting through his card collection.

Your task is to help Ash to explore and understand his Pokémon card collection. The collection can be found in the provided `ash_collection.json`. You are also free to use the source API directly at [Pokémon TCG API](#).

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### Assignment Overview

Your goal is to produce a simple dashboard with some form of data visualization to analyze Ash's card collection. You have creative freedom in how to approach this, but here are some properties you can consider to get started:

- **Card Rarity:** How many cards are common, uncommon, or rare?
  - **Card Type Distribution:** How many are Pokémon cards vs. energy cards?
  - **Sets:** How are the cards distributed across different sets?
  - **Functionality:** What cards are powerful (e.g., high HP or damage) vs. support vs. energy?
  - **Rules:** What cards are allowed for different rule types?
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### Requirements

1. **Tech:**
  - React
  - TypeScript
  - Any data visualization library (preferably Echarts or VictoryChart)
2. **Deliverables:**
  - A dashboard with at least one cool visualization (bar chart, pie chart, scatter plot, you name it).
  - A table, grid, or list view of the collection with some filtering option(s).
  - A summary section that shows off some key stats.
3. **AI Usage:**
  - You're allowed to use GitHub Copilot (not Copilot Workspace) to help with coding, but no other AI tools or assistants, please!
4. **Submission:**
  - Share an URL to the dashboard or use a video demo.

- Share the code using a public Git repository that includes a README with:
    - Setup instructions.
    - A short explanation of your approach and any trade-offs made.
    - Documentation of unimplemented features.
  - 5. **Time Expectation:**
    - Spend no more than half a day on this project. If you are short on time for all the deliverables or have more ideas but not enough time, feel free to document them instead of implementing everything.
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## Resources

- [Pokémon TCG API Documentation](#)
  - [Echarts Documentation](#)
  - [VictoryChart Documentation](#)
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Best of luck on your journey to Pokémon mastery! We're excited to see how you tackle this challenge.