Meeting the Success criteria

1. Create an aesthetically appealing and easily navigable website
   - The website had no unnecessary elements nor was anything positioned in a way that either blocked another part accidentally, nor was there a feeling of the page feeling cramped up. Also the website allowed the user to look up Pokemon cards in a very straightforward and easily spotted way.

2. Allow for the user to look up whichever Pokemon they desire
   - The website gave the user the option to look up whichever Pokemon card based off the card name. Additionally the website gave the user an easily accessible search.

3. Enable the user to bring to life the Pokemon cards through a battle-like scenario
   - The interface allowed the user to both select the cards they desired to battle with but also gave them the same feeling the old Gameboy systems had.

4. Have the option to save cards in both a deck and a non-deck area
   - The website allowed the user to save their cards in a separate section which they could later view. On the other hand the website also allowed the user to make decks and add cards to decks which they could also later view.

5. Have a simple layout
   - The design of the website was somewhat complicated but after a couple run throughs, the user could pretty easily find all the different functions, such as the battle, which could only be viewed in the saved section.

Recommendations for Future Improvements

There were a few things in the project which, in my opinion could have been simplified while others could have been made more intricate. To begin with the things that could have been simplified, having 50 image tags in the HTML was somewhat extra and given the right knowledge could possibly have been written as a simple for loop which added all of the image tags onload. Additionally, there was a lot of repetition when it came to the displaying cards as the same lines of code were used in multiple functions. On the other hand something which I could have spent more time making more complex and exciting was the battle function. While it performed adequately, the battle program was very simple and could have incorporated other aspects such as more narrations, resistances and weaknesses, and more animations of the Pokemons. Finally one last thing which I could have gone into more depth was the information which was showed. While it showed the most important information, many things, such as the different attacks, were not incorporated. While this is nothing crucial, giving the user the opportunity to do this could be a good idea.