



A Color Palette Generator for Pokemon Fans

By Katherine Harrison

## I. Features

Users can get a color palette based off any pokemon prior to generation 7. Users can either look up a specific pokemon by name or number or get a random one. Users can also choose whether to base the palette off of the shiny or regular version of the pokemon, as well as the female or male version (which are the same for most pokemon).

## II. Architecture

There's no real use of modules or classes here; just a client and a node server.

## III. Design Decisions

PokeColor is a simple app with a simple design. I chose colors and fonts meant to evoke the classic Pokemon™ Feel™, and an uncomplicated layout to clearly direct the user to the content. The pokemon images themselves fade in until they appear in the box and the color palettes slide down one at a time.

## IV. Technical Decisions

My main focus on the technical side of this project was getting my second API to work. I tried to keep the server side as simple as possible so it could handle requests to multiple APIs as well as to a file server, and did the data interpretation on the client side in order to easily handle how the data was displayed.

## V. HTML 5 Technology

For my additional Javascript API, I used the localStorage API. The localStorage is cleared on refresh or when the page is first opened, then saves every pokemon and palette the user gets so that they can still be retrieved if the user goes offline.

## VI. Resources

Images:

- Smeargle in logo:  
[http://vignette3.wikia.nocookie.net/survivor-org/images/e/eb/Shiny\\_smeargle\\_dream\\_world\\_art\\_by\\_trainerparshen-d6ip08k.png/revision/latest?cb=20140512061842](http://vignette3.wikia.nocookie.net/survivor-org/images/e/eb/Shiny_smeargle_dream_world_art_by_trainerparshen-d6ip08k.png/revision/latest?cb=20140512061842)
- Font for logo: <http://www.fontspace.com/ipbp/pokemon-hollow>

- Background image:  
[http://68.media.tumblr.com/5b7b96c91025dcb3589860f48d78d1a0/tumblr\\_n7948oBzMz1s8sxbro1\\_400.jpg](http://68.media.tumblr.com/5b7b96c91025dcb3589860f48d78d1a0/tumblr_n7948oBzMz1s8sxbro1_400.jpg)
- Loading spinner:  
<https://s-ec.bstatic.com/static/img/destfinder/loader-96/632f6073e5d69111657019f8d4b209e7970cc9f1.gif>

Libraries/code snippets:

- CSS sliding animation:  
<http://www.html.am/html-codes/marquees/css-slide-in-text.cfm>
- Sleep function:  
<http://stackoverflow.com/questions/951021/what-is-the-javascript-version-of-sleep>
- CSS fade animation:  
<http://stackoverflow.com/questions/6121203/how-to-do-fade-in-and-fade-out-with-javascript-and-css>
- Npm file server library: <https://www.npmjs.com/package/node-static>

## VII. Grade

A few days ago I was mentally preparing myself to turn in a non functioning project and hope for a C. Just getting this project to do what I said it would to feels like a great accomplishment, but I don't think the finished project necessarily reflects that. I spent a lot of hours not making any progress, so even though I worked very hard on this, the final product doesn't feel particularly impressive to me. I technically met all the requirements and did above and beyond work, but it doesn't have that many features and I don't know if this is the kind of thing I would put on my portfolio or show off to potential employers. Maybe like an 89 or a 90.