



# 1 - Javascript - Pokedex

Full Project Brief:	<a href="https://drive.google.com/file/d/1EEb7IFvMwIfsZACxHPY_YyDQ0zPoHCBT/view?usp=sharing">https://drive.google.com/file/d/1EEb7IFvMwIfsZACxHPY_YyDQ0zPoHCBT/view?usp=sharing</a>
Github + ReadMe	<a href="https://github.com/koernerclaudia/pokemania">https://github.com/koernerclaudia/pokemania</a>
Live App (GH Pages):	<a href="https://koernerclaudia.github.io/pokemania/">https://koernerclaudia.github.io/pokemania/</a>
Tech Used:	HTML, BootStrap, Javascript
Tools & Apps used	VSCode, CodePen, Replit, Public APIs (PokeAPI), Polyfills, Ajax, jQuery, ESLint, Babel (JS Compiler),

## Project Objective

Create a web-based Pokédex utilizing HTML, CSS, Bootstrap, and JavaScript to display Pokémon data from an external API. The app presents a list of Pokémon names, with modals showing detailed information when clicked.

## Key Features

- Load data from an external source (API)
- View a list of Pokemons (names)
- On user action (e.g., by clicking on a list item), view details for that item

### 1. What was your role in this project, and what tasks did you face?

FrontEnd Developer setting up a simple interface that connects to the API through Javascript.

### 2. What decisions did you take and why? What were the consequences?

I decided to use the better options of the images from the API, although their loading time is longer. I did want to use the Pokemon look - decided to use Pikachu in the hero to make it is a recognizable app.

### 3. If you could, what would you do differently?

Build more information already into the 'button' - like the image.

#### 4. What lessons did you learn during this project?

- Javascript fundamentals are key and I need to do more training on those. It is the basis for everything else and I wish we had more time to learn that during this course.

***Below some screenshots of the main page listing all the Pokemons and once clicked, the modal opening with further information.***

