

Step 6: design choices

- Pokemon api is slow, therefore I wanted to make the queries limited. I also added a slowpoke loading screen for the evolutions to accommodate slowness
- Since there is a maximum of 151 pokemon in generation one, the chance that the screen gets cluttered is very large. Therefore I added a filter function which filters based off of the pokemon's type.
- Pokemon come in various shapes and forms, but it's not always clear how they scale to one another. Making a plot where one can easily compare pokemon would be super handy. Playing around with the axes, you can find interesting trivia facts.
- Naturally pokemon are known for their evolutions, so it felt only natural to make a tree diagram showing the evolutions.
- There's endless trivia to be known about pokemon. Therefore, you want to know more, you can always click further
- I also wanted to make sure everything had nice transitions and that any changes in browser size would be dynamically updated