

Output Webpage 75% Zoom Home (Landing Page)

Johto Region

Gym Leaders

- Falkner
- Bugsy
- Whitney
- Marty
- Chuck
- Jasmine
- Pryce
- Clair

Home

Welcome to the Johto Region!

A journey awaits beyond Kanto!

Lore

The Johto region (Japanese: ジョウト地方 Johto region) is a region of the Pokémon world. Johto is located west of Kanto, which together form a joint landmass that is south of Sinnoh and Sinjoh Ruins.

About Johto

It was the second core series region to be introduced. First explored in Pokémon Gold and Silver, it is home to an additional 100 Pokémon that were not present in the previous games. It is also the setting of Pokémon Crystal, Pokémon HeartGold, and Pokémon SoulSilver.

Your Adventure

Players begin their journey in New Bark Town, where Professor Elm offers either Chikorita, Cyndaquil, or Totodile to beginning Pokémon Trainers.

Fun Fact

The English-version names of most of the cities in Johto are names of plants or things related to plants.

Johto Region Map

Johto Region

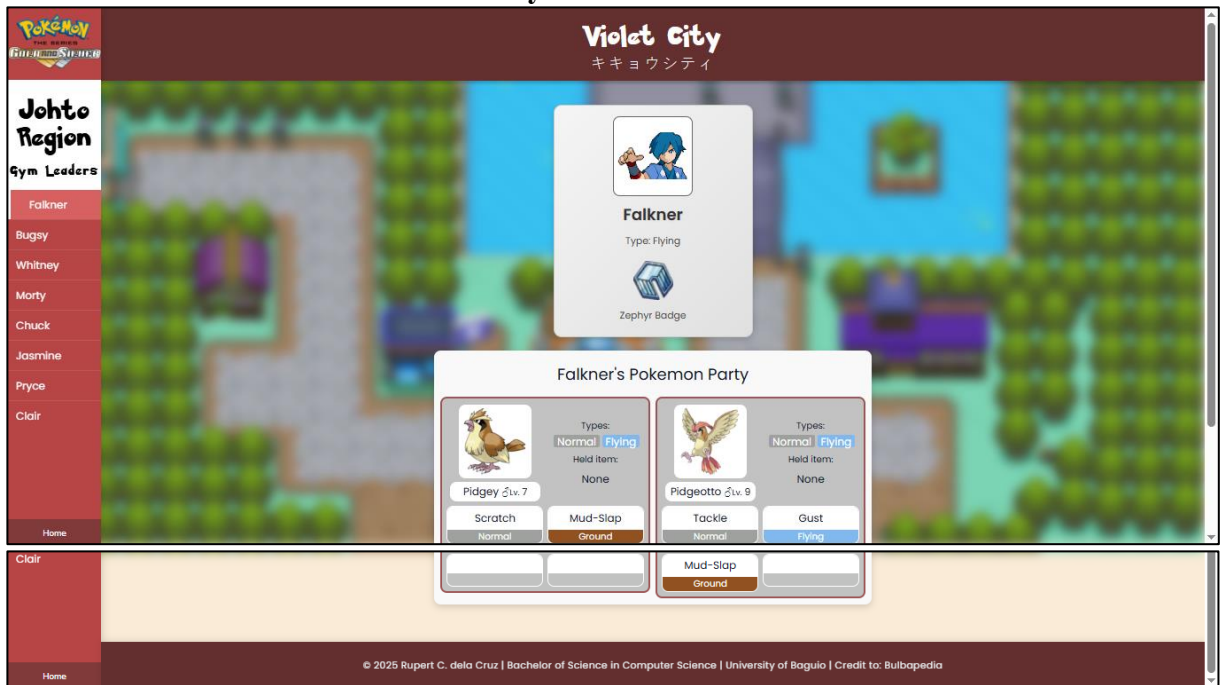
Gym Leaders

- Falkner
- Bugsy
- Whitney
- Marty
- Chuck
- Jasmine
- Pryce
- Clair

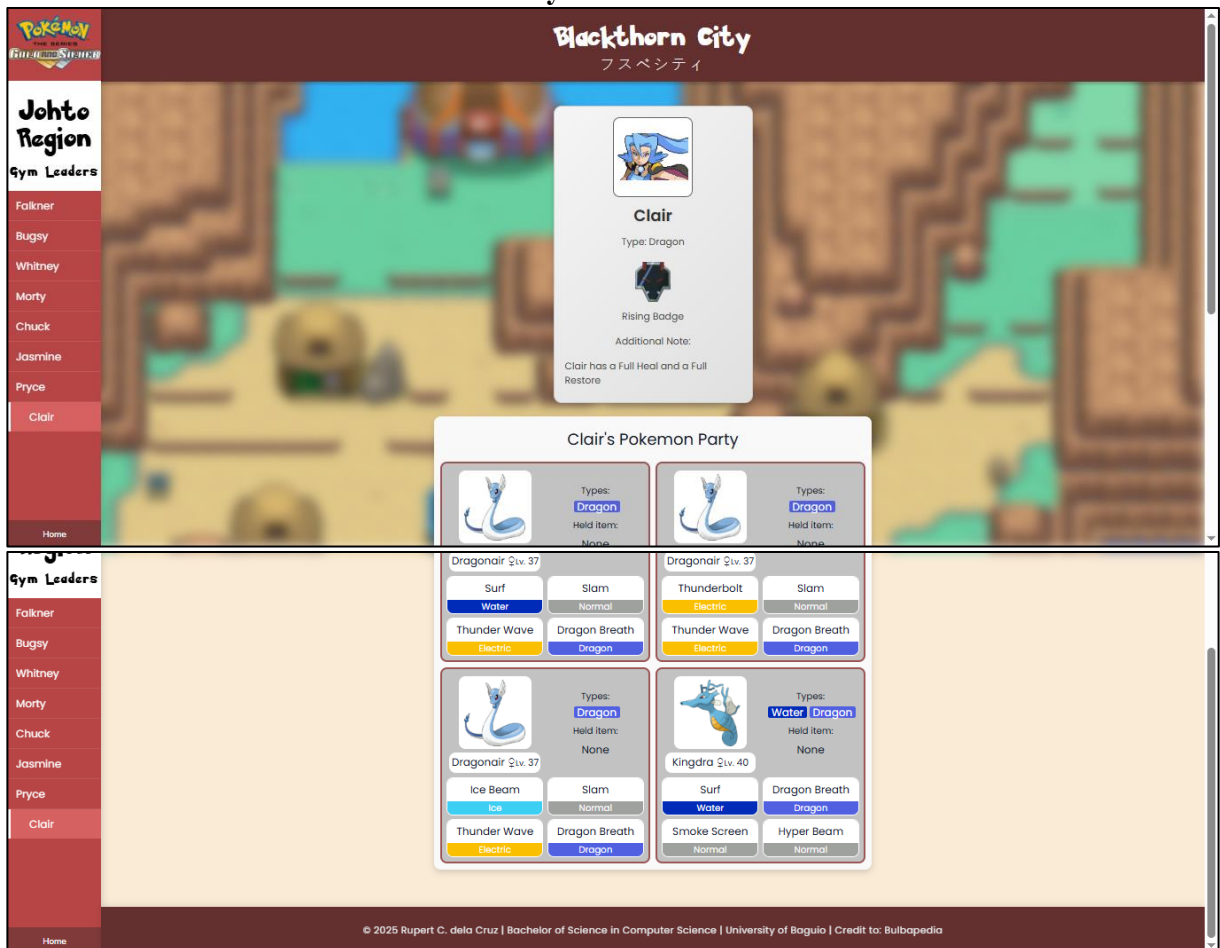
Gym Leader	Location	Type	Badge
<p>Falkner</p>	Violet City	Flying	Zephyr Badge
<p>Bugsy</p>	Azalea Town	Bug	Hive Badge
<p>Whitney</p>	Goldenrod City	Normal	Plain Badge
<p>Marty</p>	Ecruteak City	Ghost	Fog Badge
<p>Chuck</p>	Clanwood City	Fighting	Storm Badge
<p>Jasmine</p>	Olivine City	Steel	Mineral Badge
<p>Pryce</p>	Mahogany Town	Ice	Glacier Badge
<p>Clair</p>	Blackthorn City	Dragon	Rising Badge

© 2025 Rupert C. dela Cruz | Bachelor of Science in Computer Science | University of Baguio | Credit to: Bulbapedia

Gym 1: Falkner



Gym 8: Clair



Code Snippets

app.html

```
<app-header [TitleEn]="TitleEn" [TitleJp]="TitleJp"></app-header>
<app-sidebar></app-sidebar>

<content>
  <router-outlet (activate)="onRouteActivate($event)"></router-outlet>
</content>

<app-footer></app-footer>
```

app-routing-module.html

```
...
const routes: Routes = [
  {path: '', component: Home, pathMatch: 'full'},
  {path: 'gym-1', component: Gym1},
  {path: 'gym-2', component: Gym2},
  {path: 'gym-3', component: Gym3},
  {path: 'gym-4', component: Gym4},
  {path: 'gym-5', component: Gym5},
  {path: 'gym-6', component: Gym6},
  {path: 'gym-7', component: Gym7},
  {path: 'gym-8', component: Gym8},
];
...
```

app.ts

```
...
export class App {
  protected readonly title = signal('activity-7');

  TitleEn = "Activity 7";
  TitleJp = " ";
  onRouteActivate(component: any) {
    if (component instanceof Gym1) {
      this.TitleEn = "Violet City";
      this.TitleJp = "キキョウシティ";
    }
  }
}
...
```

sidebar.ts

```
...
export class Sidebar {
  private router = inject(Router);

  navigateToHome() {
    this.router.navigate(['/']);
  }
}
...
```

sidebar.html

```
<div class="sidebar">
  

  <div class="sidebar-info">
    <h1>Johto Region</h1>
    <h4>Gym Leaders</h4>
  </div>

  <ul>
    <li><a routerLink="/gym-1" routerLinkActive="active">Falkner</a></li>
    <li><a routerLink="/gym-2" routerLinkActive="active">Bugsy</a></li>
    <li><a routerLink="/gym-3" routerLinkActive="active">Whitney</a></li>
    <li><a routerLink="/gym-4" routerLinkActive="active">Morty</a></li>
```

```

    <li><a routerLink="/gym-5" routerLinkActive="active">Chuck</a></li>
    <li><a routerLink="/gym-6" routerLinkActive="active">Jasmine</a></li>
    <li><a routerLink="/gym-7" routerLinkActive="active">Pryce</a></li>
    <li><a routerLink="/gym-8" routerLinkActive="active">Clair</a></li>
  </ul>

  <button class="button" (click)="navigateToHome()">
    Home
  </button>
</div>
```

home.ts

```

...
  Region = "Johto";
  Lore = "The Johto region (Japanese: ジョウト地方 Johto region) is a region of the Pokémon world. Johto is located west of Kanto, which together form a joint landmass that is south of Sinnoh and Sinjoh Ruins.";
  Description = "It was the second core series region to be introduced. First explored in Pokémon Gold and Silver, it is home to an additional 100 Pokémon that were not present in the previous games. It is also the setting of Pokémon Crystal, Pokémon HeartGold, and Pokémon SoulSilver.";
  PlayerInfo = "Players begin their journey in New Bark Town, where Professor Elm offers either Chikorita, Cyndaquil, or Totodile to beginning Pokémon Trainers.";
  Fact = "The English-version names of most of the cities in Johto are names of plants or things related to plants."
  Gym = [
    {
      Leader: "Falkner",
      LeaderArt: "VSFalkner.png",
      Badge: "Zephyr Badge",
      BadgeArt: "Zephyr_Badge.png",
      Specialty: "Flying",
      City: "Violet City"
    },
    ...
  ]
```

header.ts

```

...
export class Header {
  @Input() TitleEn: string = '';
  @Input() TitleJp: string = '';
}
...
```

footer.ts

```

...
export class Footer {
  Date = new Date().getFullYear();
  Author = "Rupert C. dela Cruz";
  Major = "Bachelor of Science in Computer Science";
  School = "University of Baguio";
  Credits = "Bulbapedia";
}
...
```

gym-1.ts (until gym-8)

```

...
export class Gym1 {
  Leader = "Falkner";
  LeaderArt = "VSFalkner.png";
  Badge = "Zephyr Badge";
  BadgeArt = "Zephyr_Badge.png";
  Specialty = "Flying";
}
```

```
Gym = "Violet Gym";
AdditionalNotes = [];
PokemonParty = {
  Pokemon: [
    {
      Name: 'Pidgey',
      Img: 'Pidgey.png',
      Gender: '♂',
      Level: '7',
      Types: ['Normal', 'Flying'],
      Held: 'None',
      Moves: [
        { Attack: 'Scratch', Type: 'Normal' },
        { Attack: 'Mud-Slap', Type: 'Ground' },
        { Attack: ' ', Type: ' ' },
        { Attack: ' ', Type: ' ' }
      ]
    }
  ],
  ...
}
```

gym-1.html (until gym-8)

```
<div class="leader">
  <img [src]="LeaderArt" [alt]="Leader" class="portrait">
  <h1>{{ Leader }}</h1>
  <p>Type: {{ Specialty }}</p>
  <img [src]="BadgeArt" [alt]="Badge" class="badge">
  <p>{{ Badge }}</p>
  @for (note of AdditionalNotes; track note) {
    <p class="small-text"> {{ note }} </p>
  }
</div>
<div class="pokemonparty">
  <div class="pokemonparty-container">
    <h2>{{Leader}}'s Pokemon Party</h2>
    <div class="pokemonparty-grid">

      @for (pokemon of PokemonParty.Pokemon; track pokemon.Name) {
        <div class="pokemon-container">
          <div class="pokemon-box">
            <div class="pokemon-box-column">
              <div class="pokemon-box-column-left">
                <div class="pokemon-box-column-left-artbox">
                  <img [src]="pokemon.Img" [alt]="pokemon.Name">
                </div>
                <div class="pokemon-box-column-left-namebox">
                  {{ pokemon.Name }}
                  <span class="pokemon-male">{{ pokemon.Gender }}</span>
                  <span class="pokemon-box-column-left-level">
                    <span class="small-text">Lv.</span>
                    {{ pokemon.Level }}
                  </span>
                </div>
              </div>
              <div class="pokemon-box-column-right">
                <div>
                  <div class="type-label small-text">Types:</div>

                  @for (types of pokemon.Types; track types) {
                    <div [class]=" 'type-box ' + types">{{ types }}</div>
                  }
                </div>
              </div>
            </div>
          </div>
        </div>
      }
    </div>
  </div>
</div>
```

```

        <div class="label small-text">
            Held item:
        </div>
        <div class="held">
            <b>
                {{ pokemon.Held }}
            </b>
        </div>
    </div>
</div>
<div class="pokemon-move-grid">

    @for (moves of pokemon.Moves; track moves.Attack) {
        <div class="pokemon-move-box">
            <div class="pokemon-move-name">
                {{ moves.Attack }}
            </div>
            <div [class]='''small-text pokemon-move-type pokemon-move-type-' +
moves.Type">
                {{ moves.Type }}
            </div>
        </div>
    }
</div>
</div>
</div>
</div>
```