UMSL CS 4220 2021 Summer Semester Project 1

Overview

For this project, students are tasked with creating a `UIViewController` subclass to view details about a selected Pokémon.

Objectives

- Integrate with a pre-existing code base to provide new enhancements.

Repo

Clone or download the project file [here](#).

Tasks

- Create a [PokédexMenuItemAction](#) and pass it to the [PokédexViewController](#) in `MainViewController.swift` on app launch.

- Create a `UIViewController` subclass that;

  - Takes in a Pokémon as a parameter on initialization.

  - Displays details provided by that Pokémon object.

Requirements

- The `UIViewController` subclass **MUST** display **at least 10 attributes** of the supplied Pokémon object. (see [here](#) for a list of attributes)

- `Optionals` **MUST** be safely **unwrapped and filtered**.

- **DO NOT** display URLs.

- Implement code in the provided `ViewPokemonDetailsAction.swift`, `PokemonDetailsViewController.swift` and `PokemonDetails.storyboard` files.

- User-interaction not required (nothing needs to be tappable).

- Auto Layout is **required**.

Extra Credit

1/2 of a project letter grade is available for successfully integrating with
PokémonCryKit.

- Display a button that allows the user to play a Pokémon's cry if one exists.