

PomPoko Project Document

August 2024 – December 2024

1.0 Planning Phase

The brainstorming and planning of this project started in August 2024. Jira was used for tracking project tasks and meetings.

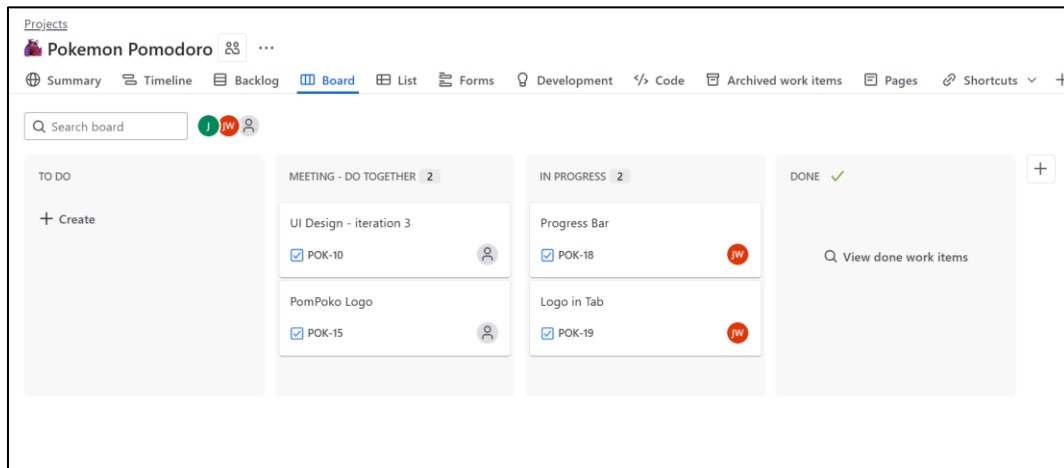


Figure. Kanban Board

Type	Key	Summary	Status	Comments	Assignee	Due date	Labels
> [x]	POK-1	Initialize project	DONE	Add comment	jtanhackathon		
[x]	POK-2	Figma - UI Design I1	DONE	Add comment	jtanhackathon		
[x]	POK-17	Code UI - HTML and CSS	DONE	2 comments	jtanhackathon		
[x]	POK-21	BUG: the gif of the pokemon appears right before redire...	DONE	Add comment	Joanna Wang		
[x]	POK-16	Add the Navbar	DONE	Add comment	jtanhackathon		
[x]	POK-6	Basic Hatching	DONE	Add comment	Joanna Wang		
[x]	POK-9	UI Design - iteration 2	DONE	1 comment			
[x]	POK-14	Create Pixel Clocks	DONE	Add comment	Joanna Wang		
[x]	POK-10	UI Design - iteration 3	MEETING - DO T...	Add comment			
[x]	POK-13	Move Pokemon API call to timer component	TO DO	Add comment			
[x]	POK-3	Iteration 2 Brainstorm	MEETING - DO T...	Add comment			
[x]	POK-12	BUG -> timer start/pause	DONE	Add comment	Joanna Wang		
[x]	POK-11	Modify Timer & Reset Time	IN PROGRESS	Add comment	Joanna Wang		

Figure. Backlog of Tasks

2.0 Design Phase

Figma was used for the User Interface (UI) sketches and designs. The designs for the website were conducted in iterations following brainstorm sketches to high fidelity prototypes.

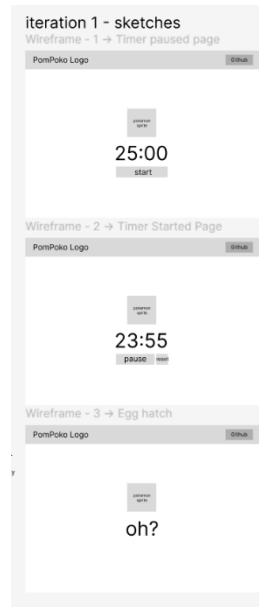


Figure. First Design Meeting Sketches

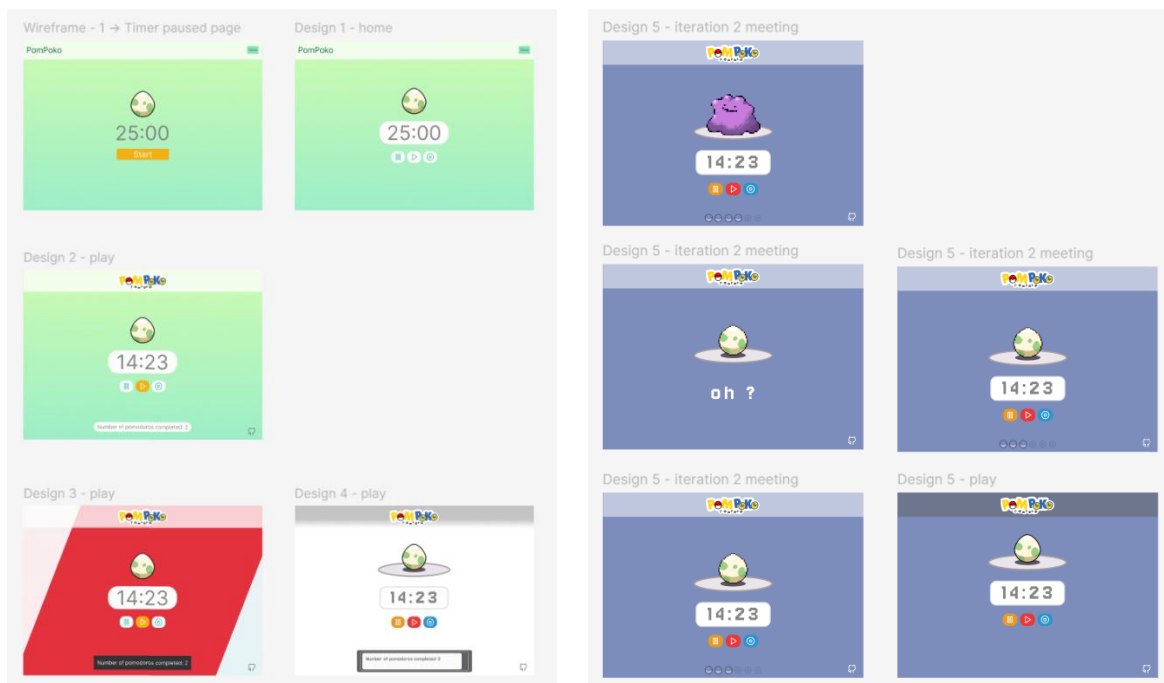


Figure. Second Design Meeting



Figure. Logo Fonts and Draft Sketches

3.0 Development Phase

The website was created with NextJS. NextJS is a full-stack React framework created by Vercel.

The back-end code for the website functionality was written with TypeScript and JavaScript. The main features of the website back-end code were the timer, API calls, and changing the image from egg to Pokémon GIF. The API that we used for the Pokémon GIFs was PokeAPI (<https://pokeapi.co/>).

The front-end code for the website user interface was written with HTML, CSS, and Tailwind CSS.

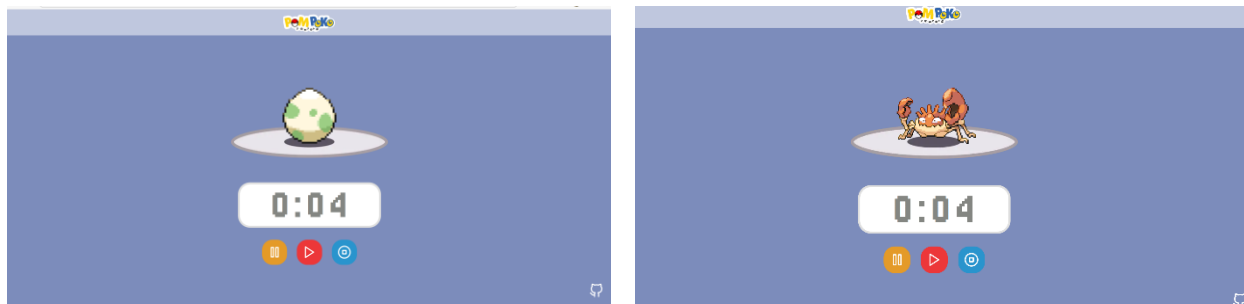


Figure. Development Prototype

4.0 References

4.1 Code References

<https://www.geeksforgeeks.org/how-to-create-a-countdown-timer-using-reactjs/>

<https://pokeapi.co/>

<https://www.youtube.com/watch?v=vt4IrEfjzWQ>

https://developer.mozilla.org/en-US/docs/Games/Techniques/Crisp_pixel_art_look

<https://stackoverflow.com/questions/44194861/scale-up-pixel-art-without-anti-aliasing>

<https://www.geeksforgeeks.org/how-to-solve-too-many-re-renders-error-in-reactjs/>

<https://stackoverflow.com/questions/74268064/my-nextjs-timer-is-not-stopping-and-becomes-negative-how-can-i-fix-this>

4.2 UI References

<https://www.geeksforgeeks.org/how-to-use-react-icons-in-next-js/>

https://www.w3schools.com/css/css3_flexbox_container.asp

<https://react-icons.github.io/react-icons/>

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<https://www.theodinproject.com/lessons/foundations-links-and-images>

<https://www.geeksforgeeks.org/how-to-center-a-div-using-flexbox-property-of-css/>

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<https://fonts.google.com/specimen/Jersey+10+Charted?vfquery=pixel&preview.text=1234567890&query=pixel>

<https://nextjs.org/docs/pages/building-your-application/optimizing/fonts#single-page-usage>

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