**Goals And Objectives**

Design an API capable of serving randomized pokemon to the user that can be specified with options such as:

* Pokemon found in a specific habitat
* Specific pokemon
* Pokemon of a certain level

Landing page

* Random Pokemon Generator form displayed.
  + Two number menus that determine the minimum and maximum levels
    - Minimum cannot exceed maximum
  + Can randomly generate a pokemon from:
    - Specific habitat
    - Specific type
    - No restriction
    - Specific Pokemon
  + Can also restrict generation to
    - Non-Ledgendary or Legendary/exotic
    - Include or exclude starter lines
  + Can specify specific nature
  + Can add regular moves or allow for TMs to be added at random.
* **Upon running POST request**

Side menu

* Random Pokemon Generator
* Stat Spender
* Ability Viewer
* Moves Viewer
* Pokemon Viewer