Pokemon API
(https://github.com/witzakr/pokemon.git)

1. Preparation

For my assignment, I decided to create a Pokédex using the Pokémon API (https://pokeapi.co). The main goal was to demonstrate my understanding of API control without going overboard with the assignment. Each Pokémon would be displayed in a card format, and when a card was clicked, it would toggle to show the Pokémon's stats. This way, I could showcase my skills while keeping the project focused on the task at hand.

2. Process

a) HTML

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Pokemon game</title>
    <script src="script.js"></script>
    <link rel="stylesheet" href="styles.css">
</head>
</head>
<body>
    <header>
        <img src="International_Pokémon_logo.svg.png" alt="logo" class="fixed-logo">
    </header>
    <section class="dashboard">

    </section>
</body>
<style>
    @import url('https://fonts.cdnfonts.com/css/pokemon-solid');
</style>
</html>
```

The key part of the code was a logo that moved along with the scrollbar because the cards were shown side by side. Another important part was the dashboard area where the Pokemon cards were displayed. Additionally, I used a Pokemon-themed font to make everything look cohesive.

b) CSS

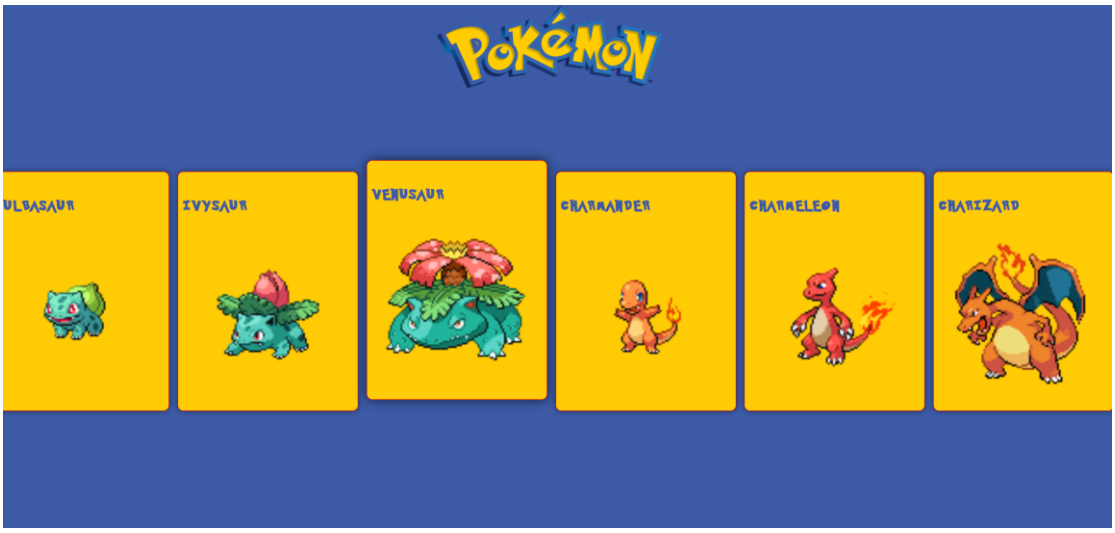
```css
body {
    margin: 0;
    padding: 0;
    font-family: 'Pokemon Solid', sans-serif;
    background: #3c5aa6;
    letter-spacing: 5px;
}

.dashboard {
    display: flex;
    justify-content: space-between;
    margin-top: 300px;
    text-transform: uppercase;
}

header {
    justify-content: center;
    align-items: center;
    display: flex;
    position: fixed;
    top: 0;
    left: 0;
    right: 0;
    background-color: #3c5aa6;
    z-index: 1000;
}

header img {
    width: 400px;
}
```

```css
.pokemon img {
    width: 300px;
}

.pokemon {
    padding: 10px;
    margin: 5px;
    cursor: pointer;
    border: 1px solid #ff0000;
    border-radius: 10px;
    box-shadow: 0 0 10px rgba(0, 0, 0, 0.5);
    transition: transform 0.3s ease;
    margin-right: 10px;
    background-color: #ffcb05;
    color: #3c5aa6;
}

.pokemon:hover {
    transform: translateY(-20px);
    box-shadow: 0 0 20px rgba(0, 0, 0, 0.7);
}

.stats {
    margin-top: 50px;
    width: 300px;
}

.stats p {
    margin: 0;
    text-align: center;
}

.fixed-logo {
    width: 400px;
    position: fixed;
    top: 10px;
    left: 50%;
    transform: translateX(-50%);
}
```

Once I got the HTML part sorted out, I moved on to styling it. I chose to use the official Pokemon colors, like the right shades of blue, red, and yellow. I also added code to make the logo move along with the scrollbar, adjusted its size, and applied styles to the cards. Right now, I'll demonstrate the display without the cards, as those will be added later using JavaScript.

c) JS

Using JavaScript, I fetched data from an API, which contains information about Pokemon. Then, I transformed this data into cards to be displayed on the webpage. You can find a detailed explanation of the JavaScript code in the readme file.



3. Final Thoughts

I found this assignment really helpful and enjoyable. It was fun to work on, especially since I already knew how to use APIs in web development. Because of that prior knowledge, I didn't have too much trouble with it.