

*Pokemon*(*id\_pokedex*, *name*<sub>nonnull</sub>, *height*, *weight*, *capture\_rate*, *rarity*, *sprite*, *id\_generation*<sup>Generation</sup>)

*Generation*(*id\_generation*, *gen\_number*, *region*)

*Ability*(*id\_ability*, *name*, *is\_hidden*)

*HaveAbility*(*id\_pokemon*<sup>Pokemon</sup>, *id\_ability*<sup>Ability</sup>)

*PokemonGo*(*id\_pokemon\_go*, *id\_pokemon*<sup>Pokemon</sup><sub>nonnull</sub>, *raid\_exclusive*, *max\_cp*, *buddy\_distance*, *candy\_to\_evolve*, *capture\_rate*, *flee\_rate*)

*Shiny*(*id\_shiny*, *id\_pokemon*<sup>PokemonGo</sup><sub>nonnull</sub>, *egg*, *raid*, *wild*, *sprite*)

*BaseGoStats*(*id\_stats\_go*, *id\_pokemon*<sup>PokemonGo</sup><sub>nonnull</sub>, *stamina*, *defense*, *attack*)

*GoMove*(*id\_move*, *category*, *name*, *power*, *id\_type*<sup>Type</sup>)

*GoLearn*(*id\_pokemon*<sup>PokemonGo</sup>, *id\_move*<sup>GoMove</sup>)

*Evolves*(*original\_form*<sup>Pokemon</sup>, *evolution*<sup>Pokemon</sup>)

*BaseStats*(*id\_stats*, *id\_pokemon*<sup>Pokemon</sup><sub>nonnull</sub>, *hp*, *attack*, *defense*, *sp\_attack*, *sp\_defense*, *speed*)

*Move*(*id\_move*, *name*, *accuracy*, *class*, *power*, *pp*, *id\_type*<sup>Type</sup>)

*LearnMove*(*id\_pokemon*<sup>Pokemon</sup>, *id\_move*<sup>Move</sup>)

*Type*(*id\_type*, *name*)

*TypeRelations*(*id\_type\_stronger*<sup>Type</sup>, *id\_type\_weaker*<sup>Type</sup>, *multiplier*)