



Pokémon Cubing: A Design Process

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Background: What is a Cube?



- **The Pokémon Trading Card Game:** A game where players assemble decks of cards with Pokémon, Trainer, and Energy cards to battle for victory.
 - **Pokémon Cards:** The actual Pokémon you battle with which have stats, attacks, and abilities
 - **Trainer Cards:** Cards representing characters and items that provide additional support and utility
 - **Energy Cards:** Cards used to power up your Pokémon's attacks
 - **Decks:** A collection of 60 of the above cards put together
- **Cube Draft Environment:** A hand picked selection of cards from which players draft decks to battle each other with.
 - **Comparison:** Fantasy Football
 - Get together with friends to draft
 - Players are cards
 - Teams are Decks
 - **Difference:** you pick the available players and play the games yourself
 - Designing an experience that requires a careful balance to create a smooth and fun result

Approach

- **Data Sources:**
 - **CubeKoga:** Cube Compilation
 - **PTCG API:** Pokémon Card Information
- **Overall Analysis:** Create a set of visualizations for understanding card type distributions and Pokémon statistics distributions
- **Outlier Identification:** Train a linear regression on Pokémon Card statistics to identify cards that have outlier amount of damage.

Demo



Conclusion

- **Objective:** Design a Pokémon Cube Draft analysis tool and outlier identifier
- **Takeaways:**
 - Personal Cube Balance- Consider/Re-evaluate cards like Incineroar, Krokadile, Ursaluna
 - Linear Regression model helped identify simple outliers, but more complex need more complex attribute identification
- **Limitations:**
 - Better damage/power level calculation including text and context
 - Custom card implementation
- **Further Exploration:**
 - Supervised Learning Card Classification
 - Unsupervised LLM Classification

Q&A

Extras

- [How to play the Pokémon TCG](#)
- [Designing Your Own Cube](#)
- [Cube Resources](#)
- [My Personal Cube](#)
- [GitHub](#)