

**Hive Use Case –Pokemon Go Data Analysis**

**What Is Pokémon Go?**

Pokémon Go is a free-to-play, location-based augmented reality game developed by Niantic for iOS and Android devices. It was released only in July 2016 and only in selected countries. You can download Pokémon for free of cost and start playing.

Pokemon Go uses augmented reality, very similar to Google Maps, so that it maps out actual surroundings to put Pokemon in the real world. Then, it's up to you to explore the world to capture Pokemon and evolve them and raise their levels to make them stronger. Another big part of gameplay will be capturing gyms and keeping those under your team's reign as long as possible before it's captured by someone else. What makes this game so completely different from anything else on the mobile app stores is it's actually getting people outside and exercising and socializing with other players.

**Performing Pokémon Go Data Analysis**

The dataset consists of 11 columns and their respective description is as follows:

* *Pokemonid\_Number*: This column represents id of each Pokémon.
* *Name*: This column represents the name of the Pokémon.
* *Type 1*: This column represents the property of a Pokémon.
* *Type 2*: This column represents the extended property of the same Pokémon.

A Pokémon may be one or both the types. For instance, Charmander is a Fire type, while Bulbasaur is both a Grass type as well as a Poison type. With the current 18-type system, there are 324 possible ways to assign these types to Pokémon, along with 171 unique combinations. As of Generation VI, 133 different type combinations have been used.

* *Total*: This column represents the sum of all character points of a Pokémon (HP, Attack, Defense, Sp. Atk, Sp. Def, and Speed).
* *HP (Hit Points)*: This column represents Pokémon Hit Points, which is a value that determines how much damage a Pokémon can receive. When a Pokémon’s HP is down to ‘0’, the Pokémon will faint. HP is the most frequently affected stat of them all, as a depleting HP is a key factor in winning a battle.
* *Attack*: This column represents the Attack stat.
* *Defense*: This column represents the Defense stat.
* *Sp. Atk*: This column represents a Pokémon’s Special Attack stat.
* *Sp. Def*: This column represents a Pokémon’s Special Defense stat.
* *Speed*: This column represents the speed stat of a Pokémon.

**2. Quries:**

1. **Problem Statement 1**

**Get row count of ‘pokemon’ 801**

**select count(\*) from pokemon\_data;**

1. **Problem Statement 2**

**Get the total number of pokemons of each type1 -------**

**select type1, COUNT(name) from pokemon\_data group by type1;**

1. **Problem Statement 3**

**Find out the average HP(Hit Points) of all the pokemons. 69.25875**

**select avg(hp) from pokemon\_data;**

1. **Problem Statement 4**

**Create and insert values of existing table ‘pokemon’ into a new table ‘pokemon1’ with an additional column ‘power\_rate’ to find the count of ‘powerful’ and ‘moderate’ from the table ‘pokemon’.**

**create table pokemon\_data2 as select \* , if(hp>69, 'Powerful', if(hp<69, 'moderate','')) as powerrate from pokemon\_data;**

**>66 powerful**

**= 66 moderate**

**<66 weak DONE**

1. **Problem Statement 5**

** Get the name and Power\_rate of all Pokemons from table pokemon1**

1. **Problem Statement 6**

**Now we will find out the number of powerful and moderate HP Pokemon.**

**select powerrate, COUNT(name) from pokemon\_data2 group by powerrate;**

1. **Problem Statement 7**

**Find out the top 10 Pokemons according to their HP’s**

**select \* from pokemon\_data order by hp desc limit 10; done**

1. **Problem Statement 8**

** Find out the top 10 Pokemons based on their Attack stat DONE**

1. **Problem Statement 9**

** Find out the top 10 Pokemons based on their Defense stat DONE**

1. **Problem Statement 10**

**Find out the top 10 Pokemons based on their total power. DONE**

1. **Problem Statement 11**

**Find out the top 10 Pokemons having a drastic change in their attack and sp.attack. DONE**

**select name from pokemon\_data where spatk-attack =(select MAX(spatk - attack) from pokemon\_data);**

1. **Problem Statement 12**

** Find out the top 10 Pokemons having a drastic change in their defense and sp.defense. DONE**

1. **Problem Statement 13**

**Find out the top 10 fastest Pokemons. DONE**