miesesOpening

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Pokemon Data Analysis

Description

We plan to analyze the base stats and type of all pokemon released as of right now to see how the game is balanced. In addition, we can make predictions about the new pokemon games (Pokemon Sword & Pokemon Shield) being released this year based on patterns and trends from the previous generations. We will be using a radar chart to help us visualize the data.

Overview of Components

- D3
- Python w/ Flask
- HTML/CSS/JS

Breakdown of Tasks

Kenny Li- Facilitating communication, helping with radar chart and d3 Mohammed Uddin- Creating radar chart Raymond Wu- Connecting data with chart + Stylization Jason Tung- Backend data filter system

Timeline

- -03/27 Overview of project
- -03/28 Initial feedback round
- -03/29 Reviewing feedback
- -04/01 Launch instructions
- -04/02 04/03 Preliminary Demo
- -04/04 Radar chart
- -04/05 Connecting data to radar chart
- -04/06 Slider chart + connecting data
- -04/07 Finishing touches (stylizing, bug testing, refactoring code)

Component Map Radar.js D3 + SVG to generate radar Dynamically updates radar chart based on type that user chooses Radar.html . Users can interact with a dropdown menu of types Users can interact with a button to go to the slider route. Radar.css App.py . Tells puzzle.py what type of puzzle to generate Gets puzzles generated in puzzle.py Bootstrap to generate html pages Sends user credentials to db.py for authentication Slider.html . Users can interact with six range sliders that correspond to Slider.css each base stat Users can interact with a button

to go to the radar route.

Slider.js

based on sliders

 D3 + SVG to generate radar chart and range sliders
 Dynamically updates radar chart based on sliders
 Returns results of pokemons

Pokedex.json

Visualization of Front End



