University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 2

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Group Number: 72

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

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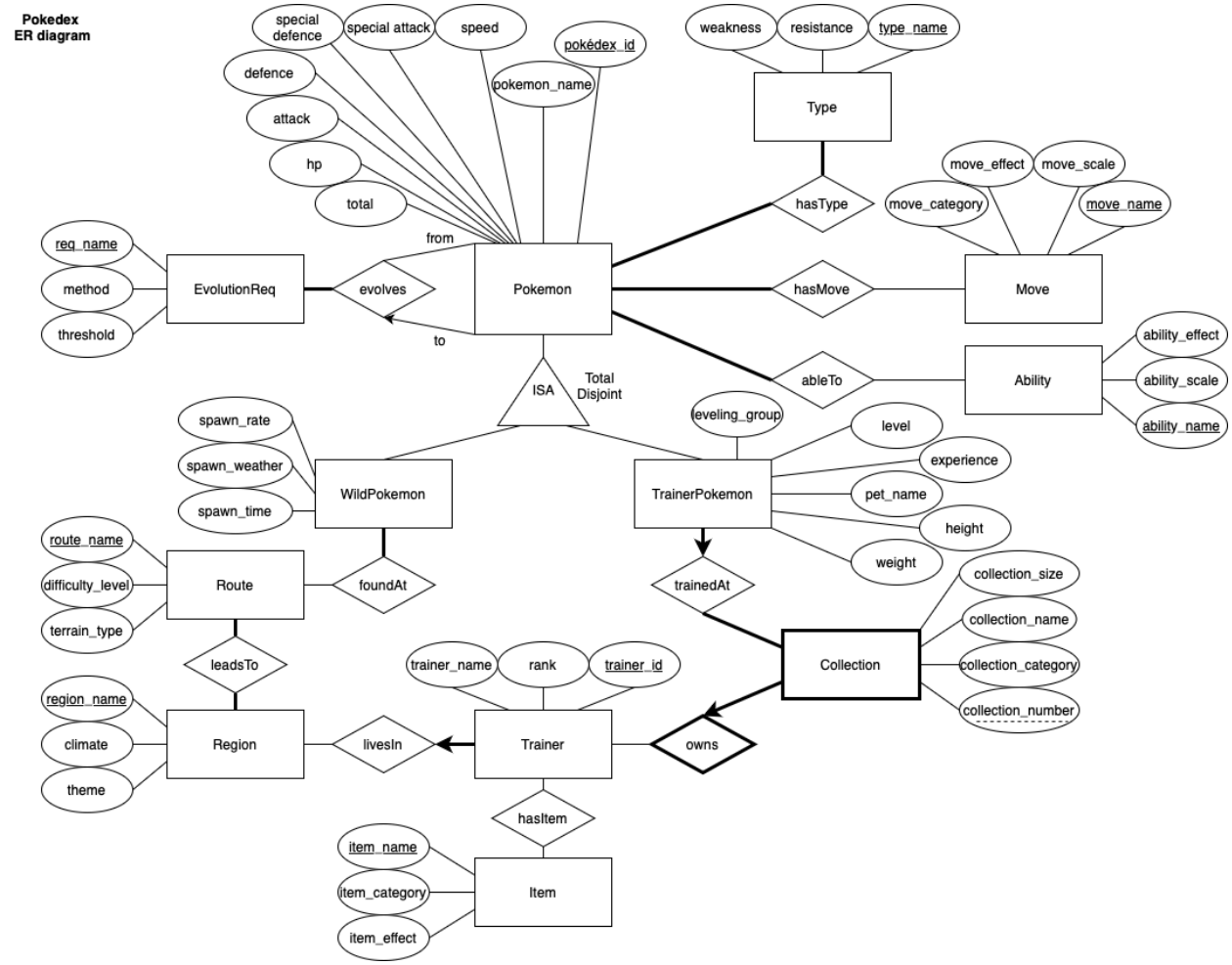
Project Summary:

The main focus of the project will be describing video game characters called Pokémon through their in-game statistics, types, moves, abilities, and evolution chains. Our database will differentiate between two categories of Pokémon, Wild Pokémon and Trainer Pokémon in which Wild Pokémon can be found in routes and regions, while Trainer Pokémon will be associated with Trainers and their collections. Trainers are video game characters that own collections of Pokémon and items that can be used on the Pokémon and both Pokémon and Trainers can be found in Routes and Regions in the world of Pokémon.

ER Diagram:



Changes from milestone 1:

- collection_id renamed to collection_number per TAs suggestion, but we didn't change collection_name as usual game design doesn't have restrictions on names and we wanted to allows players to reuse decks if they have enough pokemons (copy deck from other trainer). And collection_number is a feature, it shows the possible number of created collections (maybe more but not lower), numbers have secret special meaning and we also use them for ordering.
- added collection_size to Collection indicating the maximum number of Pokemon allowed in that collection. All collections have a maximum size of 9300, but battle collections, for example, can only have 60 pokemon.
- added leveling_group to TrainerPokemon (shows how fast pokemon grows)

Project Schema:

Comment: we were told that schemas can only have char, only DDL has varchar. Therefore, we wrote char() for schemas and varchar where necessary for DDL, but if something in schemas looks illogical, please, refer to the DDL version.

Entities:

-Pokemon(to_pokedex_id: integer,
pokemon_name: char(12),
hp: integer,
attack: integer,
defence: integer,
special_attack: integer,
special_defence: integer,
speed: integer,
total: integer,
from_pokedex_id: integer,
req_name: char(20))

PK: pokedex_id
FK: from_pokedex_id, req_name
FDs:
attack, defence, speed, special_attack, special_defense -> total
pokedex_id → pokemon_name, speed, special_attack, special_defence, defence, attack, hp, total, from_pokedex_id, req_name

-TrainerPokemon(**pokedex_id**: integer,

level: integer,
experience: integer,
leveling_group: char(20),
pet_name: char(10),
height: float,
weight: float,
collection_number: integer
trainer_id: integer)

PK: pokedex_id
FK: pokedex_id, collection_number, trainer_id
FDs:
pokedex_id → level, experience, pet_name, height, weight, collection_number, trainer_id
leveling_group, experience →level
NOT NULL: collection_number

-WildPokemon(**pokedex_id**: integer,
spawn_rate: char(20),
spawn_weather: char(20),
spawn_time: char(20))

PK: pokedex_id
FK: pokedex_id
FDs: pokedex_id → spawn_rate, spawn_weather, spawn_time

-EvolutionReq(req_name: char(20),
method: char(50),
threshold: integer)

PK: req_name
FDs: req_name → method, threshold

-Type(weakness: char(20),
resistance: char(20),
type_name: char(20))

PK: type_name
FDs: type_name → weakness, resistance

-Move(move_category: char(10),

move_effect: char(50),
move_scale: integer,
move_name: char(20))

PK: move_name
FDs: move_name → move_effect, move_scale
move_effect → move_category

-Ability(ability_effect: char(20),
ability_scale: float,
ability_name: char(20))

PK: ability_name
FDs: ability_name → ability_effect, ability_scale
ability_effect → ability_scale

-Trainer(trainer_name: char(20),
rank: integer,
trainer_id: integer,
region_name: char(20))

PK: trainer_id
FK: region_name
FDs: trainer_id → trainer_name, rank, region_name
NOT NULL: region_name

-Collection(collection_name: char(20),
collection_category: char(20),
collection_number: integer,
trainer_id: integer,
collection_size: integer)

PK: trainer_id, collection_number
FK: trainer_id
FDs: trainer_id, collection_number → collection_name, collection_category, collection_size
collection_category → category_size

-Item(item_name: char(20),
item_category: char(20),
item_effect: char(20))

PK: item_name
FDs: item_name → item_category, item_effect

-Region(region_name: char(20),
climate: char(20),
theme: char(20))

PK: region_name
FDs: region_name → climate, theme

-Route(route_name: char(20),
difficulty_level: char(10),
terrain_type: char(20))

PK: route_name
FDs: route_name → difficulty_level, terrain_type
terrain_type → difficulty_level

Relationships:

hasType(**type_name**: char(20) , **pokedex_id**: integer)

PK: type_name, pokedex_id
FK: type_name, pokedex_id

hasMove(**move_name**: char(20), **pokedex_id**: integer)

PK: move_name, pokedex_id
FK: move_name, pokedex_id

ableTo(**ability_name**: char(20), **pokedex_id**: integer)

PK: ability_name, pokedex_id
FK: ability_name, pokedex_id

hasItem(**item_name**: char(20), **trainer_id**: integer)

PK: item_name, trainer_id
FK: item_name, trainer_id

leadsTo(**region_name**: char(20), **route_name**: char(20))

PK: region_name, route_name
FK: region_name, route_name

foundAt(**route_name**: char(20), **pokedex_id**: integer)

PK: route_name, pokedex_id
FK: route_name, pokedex_id

Functional Dependencies:

Listed within the schema above.

Normalization:

-Pokemon
Initial Table
Pokemon(to_pokedex_id: integer,
pokemon_name: char(12),
hp: integer,
attack: integer,
defence: integer,
special_attack: integer,
special_defence: integer,
speed: integer,
total: integer,
from_pokedex_id: integer,
req_name: char(20))
Functional Dependencies:

(1) attack, defence, speed, special_attack, special_defense → total
(2) pokedex_id → pokemon_name, speed, special_attack, special_defence, defence, attack, hp, total, from_pokedex_id, req_name

FD (1) is not in BCNF so decompose Pokemon into:
Relation (1)
Pokemon1(to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name)
Relation (2)
Pokemon2(hp,attack, defence, special_attack, special_defense, speed, total)
Relation 1 and Relation 2 are now in BCNF with final tables

Pokemon1(to_pokedex_id: integer,
pokemon_name: char(12),
hp: integer,
attack: integer,
defence: integer,
special_attack: integer,
special_defence: integer,
speed: integer,
from_pokedex_id: integer,
req_name: char(20))
FKs: hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name
Pokemon2(hp: integer,
attack: integer,
defence: integer,
special_attack: integer,
special_defence: integer,
speed: integer,
total: integer)

-Move
Initial Table
Move(move_category: char(10),
move_effect: char(50),
move_scale: integer,
move_name: char(20))
Functional Dependencies:
(1)move_name → move_effect, move_scale
(2)move_effect → move_category

FD (2) is not in BCNF so decompose Move into:
Relation (1)
Move1(move_effect, move_scale, move_name)
Relation (2)
Move2(move_category, move_effect)
Relation (1) and Relation (2) are now in BCNF with final tables:
Move1(move_effect: char(50),
move_scale: integer,
move_name: char(20))
FKs: move_effect

Move2(move_category: char(10),
move_effect: char(50))

-Ability
Initial Table
Ability(ability_effect: char(20),
ability_scale: float,
ability_name: char(20))
Functional Dependencies:
(1) ability_name → ability_effect, ability_scale
(2) ability_effect → ability_scale
FD (2) is not in BCNF so decompose Ability into
Relation (1)
Ability1(ability_effect, ability_name)
Relation(2)
Ability2(ability_effect, ability_scale)
Relation (1) and Relation (2) are now in BCNF with final tables:
Ability1(ability_effect: char(20),
ability_name: char(20))
FKs: ability_effect
Ability2(ability_effect: char(20),
ability_scale: float)

-Route
Initial Table
Route(route_name: char(20),
difficulty_level: char(10),
terrain_type: char(20)))
Functional Dependencies:
(1) route_name → difficulty_level, terrain_type
(2) terrain_type → difficulty_level

FD (2) is not in BCNF so decompose Route into:
Relation (1)
Route1(route_name, terrain_type)
Relation (2)
Route2(difficulty_level, terrain_type)
Relation (1) and Relation (2) are now in BCNF with final tables:
Route1(route_name: char(20),
terrain_type: char(20))

FKs: terrain_type
Route2(difficulty_level: char(10),
terrain_type: char(20))

-TrainerPokemon
Initial Table
TrainerPokemon(**pokedex_id**: integer,
level: integer,
experience: integer,
leveling_group: char(20),
pet_name: char(10),
height: float,
weight: float,
collection_number: integer
trainer_id: integer)
Functional Dependencies:
(1) pokedex_id → level, experience, pet_name, height, weight, collection_number, trainer_id
(2) leveling_group, experience →level

FD (2) is not in BCNF so decompose TrainerPokemon into:
Relation (1)
TrainerPokemon1(pokedex_id, experience, leveling_group, pet_name, height, weight, collection_number, trainer_id)
Relation (2)
TrainerPokemon2(leveling_group, experience, level)
Relation (1) and Relation (2) are now in BCNF with final tables:
TrainerPokemon1(**pokedex_id**: integer,
experience: integer,
leveling_group: char(20),
pet_name: char(10),
height: float,
weight: float,
collection_number: integer,
trainer_id: integer)
FKs: experience, leveling_group, pokedex_id, trainer_id, collection_number
TrainerPokemon2(level: integer,
experience: integer,
leveling_group: char(20))

-Collection

Initial Table

Collection(collection_name: char(20),
collection_category: char(20),
collection_number: integer,
trainer_id: integer,
collection_size: integer)

Functional Dependencies:

(1) trainer_id, collection_number → collection_name, collection_category, collection_size

(2) collection_category → category_size

FD (2) is not in BCNF so decompose Collection into:

Relation (1)

Collection1(collection_name, collection_category, collection_number, **trainer_id**)

Relation (2)

Collection2(collection_category, collection_size)

Relation (1) and Relation (2) are now in BCNF with final tables:

Collection1(collection_name: char(20),
collection_category: char(20),
collection_number: integer,
trainer_id: integer)

FKs: collection_category, trainer_id

Collection2(collection_category: char(20),
collection_size: integer)

SQL DDL statements:

Oracle doesn't support ON UPDATE, but we will still add it.

In Pokemon1, it is more logical to reject deletion of Pokemon, because for evolution chains, we use WildPokemon for previous stages, and those WildPokemon are entities that will never be deleted and their ids too once assigned. But evolution requirements may change from generation to generation, from game to game (rarely though).

We would want to allow deletion of Trainers (natural selection), Collections (depend on Trainer), and TrainerPokemon (depend on Trainer) and relationships related to them. Anything else we would not want to be changed as it represents Pokemon World. But right now, all other on update and on delete choices were made based on rules from lectures and Pokemon World logic (deletion of Region, shouldn't delete Trainers).

CREATE TABLE Pokemon1(to_pokedex_id INT PRIMARY KEY,

```
        pokemon_name CHAR(12),
        hp INT,
        attack INT,
        defence INT,
        special_attack INT,
        special_defence INT,
        speed INT,
        from_pokedex_id INT,
        req_name VARCHAR,
        FOREIGN KEY (speed, special_attack, special_defence, defence, attack, hp)
        REFERENCES Pokemon2 (speed, special_attack, special_defence, defence, attack, hp),
        FOREIGN KEY (from_pokedex_id) REFERENCES Pokemon1 (to_pokedex_id)
        ON DELETE NO ACTION ON UPDATE NO ACTION,
        FOREIGN KEY (req_name) REFERENCES EvolutionReq(req_name)
        ON DELETE NO ACTION ON UPDATE CASCADE
        );

CREATE TABLE Pokemon2(hp INT,
        attack INT,
        defence INT,
        special_attack INT,
        special_defence INT,
        speed INT,
        total INT,
        PRIMARY KEY (speed, special_attack, special_defence, defence, attack, hp)
        );

CREATE TABLE TrainerPokemon1(pokedex_id INT PRIMARY KEY,
                experience INT,
                leveling_group VARCHAR,
                pet_name CHAR(10),
                height FLOAT,
                weight FLOAT,
                collection_number INT NOT NULL,
                trainer_id INT NOT NULL,
                FOREIGN KEY (experience, leveling_group) REFERENCES TrainerPokemon2
                (experience, leveling_group),
                FOREIGN KEY (pokedex_id) REFERENCES Pokemon1 (to_pokedex_id),
                FOREIGN KEY (trainer_id, collection_number) REFERENCES
                Collection1(trainer_id, collection_number)
```

```
                ON DELETE NO ACTION ON UPDATE CASCADE
                );

CREATE TABLE TrainerPokemon2(level INT,
                experience INT,
                leveling_group VARCHAR,
                PRIMARY KEY (experience, leveling_group)
                );

CREATE TABLE WildPokemon(pokedex_id INT PRIMARY KEY,
                spawn_rate VARCHAR,
                spawn_weather VARCHAR,
                spawn_time VARCHAR,
                FOREIGN KEY (pokedex_id) REFERENCES Pokemon1 (to_pokedex_id));

CREATE TABLE EvolutionReq(req_name VARCHAR PRIMARY KEY,
                method CHAR(50),
                threshold INT);

CREATE TABLE Type(weakness VARCHAR,
        resistance VARCHAR,
        type_name VARCHAR PRIMARY KEY);

CREATE TABLE Move1(move_effect CHAR(50),
        move_scale INT,
        move_name VARCHAR PRIMARY KEY,
        FOREIGN KEY (move_effect) REFERENCES Move2(move_effect));

CREATE TABLE Move2(move_category CHAR(10),
        move_effect CHAR(50) PRIMARY KEY);

CREATE TABLE Ability1(ability_effect VARCHAR,
        ability_name VARCHAR PRIMARY KEY,
        FOREIGN KEY (ability_effect) REFERENCES Ability2(ability_effect));

CREATE TABLE Ability2(ability_effect VARCHAR PRIMARY KEY,
        ability_scale INT);

CREATE TABLE Trainer(trainer_name VARCHAR,
        rank INT,
```

```
    trainer_id INT PRIMARY KEY,
    region_name VARCHAR NOT NULL,
    FOREIGN KEY (region_name) REFERENCES Region(region_name)
    ON DELETE NO ACTION ON UPDATE CASCADE);

CREATE TABLE Collection1(collection_name VARCHAR,
    collection_category VARCHAR,
    collection_number INT,
    trainer_id INT,
    PRIMARY KEY (trainer_id, collection_number),
    FOREIGN KEY (collection_category) REFERENCES Collection2(collection_category),
    FOREIGN KEY (trainer_id) REFERENCES Trainer(trainer_id)
    ON DELETE CASCADE ON UPDATE NO ACTION);

CREATE TABLE Collection2(collection_category VARCHAR PRIMARY KEY,
    collection_size INT);

CREATE TABLE Item(item_name VARCHAR PRIMARY KEY,
    item_category VARCHAR,
    item_effect VARCHAR);

CREATE TABLE Region(region_name VARCHAR PRIMARY KEY,
    climate VARCHAR,
    theme VARCHAR);

CREATE TABLE Route1(route_name VARCHAR PRIMARY KEY,
    terrain_type VARCHAR,
    FOREIGN KEY (terrain_type) REFERENCES Route2(terrain_type)
    );

CREATE TABLE Route2(difficulty_level CHAR(10),
    terrain_type VARCHAR PRIMARY KEY);

CREATE TABLE hasType(type_name VARCHAR,
                     pokedex_id INT,
                     PRIMARY KEY (type_name, pokedex_id),
                     FOREIGN KEY (type_name) REFERENCES Type (type_name),
                     FOREIGN KEY (pokedex_id) REFERENCES Pokemon1
                     (to_pokedex_id));
```

```
CREATE TABLE hasMove(move_name VARCHAR,
                     pokedex_id INT,
                     PRIMARY KEY (move_name, pokedex_id),
                     FOREIGN KEY (move_name) REFERENCES Move1 (move_name),
                     FOREIGN KEY (pokedex_id) REFERENCES Pokemon1
                     (to_pokedex_id));

CREATE TABLE ableTo(ability_name VARCHAR,
                     pokedex_id INT,
                     PRIMARY KEY (ability_name, pokedex_id),
                     FOREIGN KEY (ability_name) REFERENCES Ability1 (ability_name),
                     FOREIGN KEY (pokedex_id) REFERENCES Pokemon1
                     (to_pokedex_id));

CREATE TABLE hasItem(item_name VARCHAR,
                     trainer_id INT,
                     PRIMARY KEY (item_name, trainer_id),
                     FOREIGN KEY (item_name) REFERENCES Item (item_name),
                     FOREIGN KEY (trainer_id) REFERENCES Trainer (trainer_id))

CREATE TABLE leadsTo(region_name VARCHAR,
                     route_name VARCHAR,
                     PRIMARY KEY (region_name, route_name),
                     FOREIGN KEY (region_name) REFERENCES Region (region_name),
                     FOREIGN KEY (route_name) REFERENCES Route1 (route_name));

CREATE TABLE foundAt(route_name VARCHAR,
                     pokedex_id INT,
                     PRIMARY KEY (route_name, pokedex_id),
                     FOREIGN KEY (route_name) REFERENCES Route1 (route_name),
                     FOREIGN KEY (pokedex_id) REFERENCES Pokemon1
                     (to_pokedex_id));
```

INSERT statements:

Pokemon1:

INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (384, 'Rayquaza', 105, 150, 90, 150, 90, 95, NULL, NULL);

INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (4, 'Charmander', 39, 52, 43, 60, 50, 65, NULL, NULL);
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (5, 'Charmeleon', 58, 64, 58, 80, 65, 80, 004, 'Level16');
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (6, 'Charizard', 78, 84, 78, 109, 85, 100, 005, 'Level36');
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (386, 'Deoxys', 50, 150, 50, 150, 50, 150, NULL, NULL);
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (172, 'Pichu', 20, 40, 15, 35, 35, 60, NULL, NULL);
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (150, 'MewTwo', 106, 110, 90, 154, 90, 130, NULL, NULL);
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (513, 'Pansear', 50, 53, 48, 53, 48, 64, NULL, NULL);

INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (1006, 'MCharizardX', 78, 130, 111, 130, 85, 100, 6, 'MegaEvolution');
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (2006, 'MCharizardY', 78, 104, 78, 154, 115, 100, 6, 'MegaEvolution');
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (1384, 'MRayquaza', 105, 180, 100, 180, 100, 115, 384, 'DragonAscent');

INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (10000, 'Rayquaza', 320, 274, 166, 274, 166, 175, NULL, NULL);
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (10001, 'Charizard', 266, 155, 144, 200, 157, 184, 5, 'Level36');

INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (10002, 'MewTwo', 106, 110, 90, 154, 90, 130, NULL, NULL);
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (10003, 'Pikachu', 35, 55, 40, 50, 50, 90, 172, 'HighFriendship');
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (10004, 'Psyduck', 50, 52, 48, 65, 50, 55, NULL, NULL);
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (10005, 'MewTwo', 322, 202, 166, 281, 166, 238, NULL, NULL);
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (10006, 'Pikachu', 180, 103, 76, 94, 94, 166, 172, 'HighFriendship');
INSERT INTO Pokemon1 (to_pokedex_id, pokemon_name, hp, attack, defence, special_attack, special_defence, speed, from_pokedex_id, req_name) VALUES (10007, 'Psyduck', 210, 98, 90, 121, 94, 103, NULL, NULL);

Pokemon2:
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (105, 150, 90, 150, 90, 95, 680);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (39, 52, 43, 60, 50, 65, 309);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (58, 64, 58, 80, 65, 80, 405);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (78, 84, 78, 109, 85, 100, 534);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (50, 150, 50, 150, 50, 150, 600);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (20, 40, 15, 35, 35, 60, 205);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (106, 110, 90, 154, 90, 130, 680);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (50, 53, 48, 53, 48, 64, 316);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (78, 130, 111, 130, 85, 100, 634);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (78, 104, 78, 154, 115, 100, 629);

INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (105, 180, 100, 180, 100, 115, 780);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (320, 274, 166, 274, 166, 175, 1375);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (266, 155, 144, 200, 157, 184, 1106);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (35, 55, 40, 50, 50, 90, 320);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (50, 52, 48, 65, 50, 55, 320);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (322, 202, 166, 281, 166, 238, 1375);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (180, 103, 76, 94, 94, 166, 172, 885);
INSERT INTO Pokemon2 (hp, attack, defence, special_attack, special_defence, speed, total) VALUES (210, 98, 90, 121, 94, 103, 716);

TrainerPokemon1:
INSERT INTO TrainerPokemon1 (pokedex_id, experience, leveling_group, pet_name, height, weight, collection_number, trainer_id) VALUES (10000, 10700000, 'Slow', 'Beamer', 8, 300, 807, 1);
INSERT INTO TrainerPokemon1 (pokedex_id, experience, leveling_group, pet_name, height, weight, collection_number, trainer_id) VALUES (10001, 9100000, 'MediumSlowv, 'Charred', 2, 90, 151, 2);
INSERT INTO TrainerPokemon1 (pokedex_id, experience, leveling_group, pet_name, height, weight, collection_number, trainer_id) VALUES (10005, 10700000, 'Slow', 'MewMew', 2, 122, 1, 4);
INSERT INTO TrainerPokemon1 (pokedex_id, experience, leveling_group, pet_name, height, weight, collection_number, trainer_id) VALUES (10006, 8600000, 'MediumFast', 'Churizard', 0.4, 6, 2, 4);
INSERT INTO TrainerPokemon1 (pokedex_id, experience, leveling_group, pet_name, height, weight, collection_number, trainer_id) VALUES (10007, 8600000, 'MediumFast', 'TheDuck', 1, 20, 888, 3);
INSERT INTO TrainerPokemon1 (pokedex_id, experience, leveling_group, pet_name, height, weight, collection_number, trainer_id) VALUES (10002, 340, 'Slow', 'MewMew', 2, 122, 890, 3);
INSERT INTO TrainerPokemon1 (pokedex_id, experience, leveling_group, pet_name, height, weight, collection_number, trainer_id) VALUES (10003, 112, 'MediumFast', 'Churizard', 0.6, 5, 150, 5);

INSERT INTO TrainerPokemon1 (pokedex_id, experience, leveling_group, pet_name, height, weight, collection_number, trainer_id) VALUES (10004, 112, 'MediumFast', 'TheDuck', 1.2, 21, 151, 5);

TrainerPokemon2:
INSERT INTO TrainerPokemon2 (level, experience, leveling_group) VALUES (100, 10700000, 'Slow');
INSERT INTO TrainerPokemon2 (level, experience, leveling_group) VALUES (100, 9100000, 'MediumSlow');
INSERT INTO TrainerPokemon2 (level, experience, leveling_group) VALUES (100, 8600000, 'MediumFast');
INSERT INTO TrainerPokemon2 (level, experience, leveling_group) VALUES (1, 340, 'Slow');
INSERT INTO TrainerPokemon2 (level, experience, leveling_group) VALUES (1, 112, 'MediumFast');

WildPokemon:
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (384, 'Limited', 'Windy', 'DayNight');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (4, 'Common', 'Sunny', 'MorningDayNight');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (5, 'Uncommon', 'Sunny', 'MorningDayNight');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (6, 'Rare', 'SunnyWindy', 'MorningDayNight');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (386, 'Limited', 'Windy', 'DayNight');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (172, 'Common', 'Rainy', 'Morning');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (150, 'Limited', 'Windy', 'MorningDayNight');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (513, 'Common', 'Sunny', 'MorningDayNight');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (1006, 'Limited', 'Sunny', 'MorningDayNight');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (2006, 'Limited', 'SunnyWindy', 'MorningDayNight');
INSERT INTO WildPokemon(pokedex_id, spawn_rate, spawn_weather, spawn_time) VALUES (1384, 'Limited', 'Windy', 'DayNight');

EvolutionReq:

INSERT INTO EvolutionReq(req_name, method, threshold) VALUES ('Level16', 'Level', 16);
INSERT INTO EvolutionReq(req_name, method, threshold) VALUES ('Level36', 'Level', 36);
INSERT INTO EvolutionReq(req_name, method, threshold) VALUES ('MegaEvolution', 'MegaStone', 1);
INSERT INTO EvolutionReq(req_name, method, threshold) VALUES ('DragonAscent', 'Move', 1);
INSERT INTO EvolutionReq(req_name, method, threshold) VALUES ('HighFriendship', 'Friendship', 220);

Type:
INSERT INTO Type(weakness, resistance, type_name) VALUES ('Water', 'Grass', 'Fire');
INSERT INTO Type(weakness, resistance, type_name) VALUES ('Electric', 'Fire', 'Water');
INSERT INTO Type(weakness, resistance, type_name) VALUES ('Fairy', 'Grass', 'Dragon');
INSERT INTO Type(weakness, resistance, type_name) VALUES ('Rock', 'Ground', 'Flying');
INSERT INTO Type(weakness, resistance, type_name) VALUES ('Bug', 'Fighting', 'Psychic');
INSERT INTO Type(weakness, resistance, type_name) VALUES ('Ground', 'Flying', 'Electric');

Move1:
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('AttackLowerDefenses', 120, 'DragonAscent');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('AttackStunRecoil', 120, 'VoltTackle');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('SpecialAttackLowerAttack', 140, 'PsychoBoost');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('SpecialAttackLowerAttack', 150, 'BlastBurn');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('RaiseSpecials', 1, 'CalmMind');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('RaiseSpeed', 2, 'Tailwind');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('RaiseSpeedv, 2, 'Agility');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('Attack', 40, 'Scratch');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('Attack', 90, 'AquaTail');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('SpecialAttack', 40, 'WaterGun');
INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('SpecialAttack', 90, 'Surf');

INSERT INTO Move1(move_effect, move_scale, move_name) VALUES ('SpecialAttack', 110, 'HydroPumpv);

Move2:
INSERT INTO Move2(move_category, move_effect) VALUES (‘Physical’, ‘AttackLowerDefenses’);
INSERT INTO Move2(move_category, move_effect) VALUES (‘Special’, ‘AttackStunRecoil’);
INSERT INTO Move2(move_category, move_effect) VALUES (‘Special’, ‘SpecialAttackLowerAttack’);
INSERT INTO Move2(move_category, move_effect) VALUES (‘Status’, ‘RaiseSpecials’);
INSERT INTO Move2(move_category, move_effect) VALUES (‘Status’, ‘RaiseSpeed’);
INSERT INTO Move2(move_category, move_effect) VALUES (‘Physical’, ‘Attack’);
INSERT INTO Move2(move_category, move_effect) VALUES (‘Special’, ‘SpecialAttack’);

Ability1:
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘NegateWeather’, ‘AirLock’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘InPinch’, ‘Blaze’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘InPinch’, ‘Overgrow’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘InPinch’, ‘Swarm’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘InPinch’, ‘Torrent’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘PowersUp’, ‘DragonsMaw’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘PowersUp’, ‘RockyPayload’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘PowersUp’, ‘Steelworker’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘PowersUp’, ‘Transistor’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘NegateSleep’, ‘Insomnia’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘NegateSleep’, ‘SweetVeil’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘NegateSleep’, ‘VitalSpirit’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘RaiseAttack’, ‘HugePower’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘RaiseAttack’, ‘PurePower’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘SunnyRaiseSpecialAttack’, ‘SolarPower’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘DebuffEnemyPPUsage’, ‘Pressure’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘NegateFood’, ‘Unnerve’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘ChanceParalyze’, ‘Static’);
INSERT INTO Ability1 (ability_effect, ability_name) VALUES (‘NegateWeather’, ‘CloudNine’);

Ability2:
INSERT INTO Ability2 (ability_effect, ability_scale) VALUES (‘NegateWeather’, 0);

INSERT INTO Ability2 (ability_effect, ability_scale) VALUES ('InPinch', 1.5);
INSERT INTO Ability2 (ability_effect, ability_scale) VALUES ('PowersUp', 1.5);
INSERT INTO Ability2 (ability_effect, ability_scale) VALUES ('NegateSleep', 0);
INSERT INTO Ability2 (ability_effect, ability_scale) VALUES ('RaiseAttack', 1);
INSERT INTO Ability2 (ability_effect, ability_scale) VALUES ('SunnyRaiseSpecialAttack', 2);
INSERT INTO Ability2 (ability_effect, ability_scale) VALUES ('DebuffEnemyPPUsage', 2);
INSERT INTO Ability2 (ability_effect, ability_scale) VALUES ('NegateFood', 0);
INSERT INTO Ability2 (ability_effect, ability_scale) VALUES ('ChanceParalyze', 30);

Trainer:
INSERT INTO Trainer (trainer_name, rank, trainer_id, region_name) VALUES ('Ash', 'Champion', 1, 'Alola');
INSERT INTO Trainer (trainer_name, rank, trainer_id, region_name) VALUES ('Brock', 'GymLeader', 2, 'Kanto');
INSERT INTO Trainer (trainer_name, rank, trainer_id, region_name) VALUES ('Misty', 'GymLeader', 3, 'Kanto');
INSERT INTO Trainer (trainer_name, rank, trainer_id, region_name) VALUES ('Abigail', 'Rookie', 4, 'Kalos');
INSERT INTO Trainer (trainer_name, rank, trainer_id, region_name) VALUES ('Ash', 'Ace', 5, 'Kanto');
INSERT INTO Trainer (trainer_name, rank, trainer_id, region_name) VALUES ('Jas', 'Rookie', 6, 'Sinnoh');

Collection1:
INSERT INTO Collection1 (collection_name, collection_category, collection_number, trainer_id) VALUES ('AllPokemon', 'General', 807, 1);
INSERT INTO Collection1 (collection_name, collection_category, collection_number, trainer_id) VALUES ('AllPokemon', 'General', 151, 2);
INSERT INTO Collection1 (collection_name, collection_category, collection_number, trainer_id) VALUES ('MetaMewTwo', 'BattleTCG', 1, 4);
INSERT INTO Collection1 (collection_name, collection_category, collection_number, trainer_id) VALUES ('MetaMewTwo', 'BattleTCG', 2, 4);
INSERT INTO Collection1 (collection_name, collection_category, collection_number, trainer_id) VALUES ('SunTeamZacian', 'BattleVCG', 888, 3);
INSERT INTO Collection1 (collection_name, collection_category, collection_number, trainer_id) VALUES ('EternatusDitto', 'BattleSmogon', 890, 3);
INSERT INTO Collection1 (collection_name, collection_category, collection_number, trainer_id) VALUES ('MewTwoShadowBallspam', 'BattleGO', 150, 5);
INSERT INTO Collection1 (collection_name, collection_category, collection_number, trainer_id) VALUES ('MewTwoShadowBallspam', 'BattleClassic', 151, 5);

Collection2:
INSERT INTO Collection2 (collection_category, collection_size) VALUES (‘General’, 9300);
INSERT INTO Collection2 (collection_category, collection_size) VALUES (‘BattleTCG’, 60);
INSERT INTO Collection2 (collection_category, collection_size) VALUES (‘BattleVCG’, 4);
INSERT INTO Collection2 (collection_category, collection_size) VALUES (‘BattleSmogon’, 6);
INSERT INTO Collection2 (collection_category, collection_size) VALUES (‘BattleGO’, 3);
INSERT INTO Collection2 (collection_category, collection_size) VALUES (BattleClassic‘’, 6);

Item:
INSERT INTO Item (item_name, item_category, item_effect) VALUES (‘CharizarditeX’, ‘Hold’, ‘MegaEvolveCharizard’);
INSERT INTO Item (item_name, item_category, item_effect) VALUES (‘CharizarditeY’, ‘Hold’, ‘MegaEvolveCharizard’);
INSERT INTO Item (item_name, item_category, item_effect) VALUES (‘RareCandy’, ‘Medicine’, ‘RaiseLevel’);
INSERT INTO Item (item_name, item_category, item_effect) VALUES (‘MasterBall’, ‘Pokeballs’, ‘CatchPokemonNoFail’);
INSERT INTO Item (item_name, item_category, item_effect) VALUES (‘FireStone’, ‘General’, ‘EvolvePokemon’);
INSERT INTO Item (item_name, item_category, item_effect) VALUES (‘SassyMint’, ‘Battle’, ‘ChangeStats’);
INSERT INTO Item (item_name, item_category, item_effect) VALUES (‘TM153’, ‘Machine’, ‘TeachBlastBurnMove’);
INSERT INTO Item (item_name, item_category, item_effect) VALUES (‘WikiBerry’, ‘Berry’, ‘RestoreHP’);

Region:
INSERT INTO Region (region_name, climate, theme) VALUES (‘Kanto’, ‘Temperate’, ‘Genetics’);
INSERT INTO Region (region_name, climate, theme) VALUES (‘Alola’, ‘Tropical’, ‘NaturalSelection’);
INSERT INTO Region (region_name, climate, theme) VALUES (‘Sinnoh’, ‘Cold’, ‘Religion’);
INSERT INTO Region (region_name, climate, theme) VALUES (‘Unova’, ‘Seasonal’, ‘Ethics’);
INSERT INTO Region (region_name, climate, theme) VALUES (‘Kalos’, ‘Mediterranean’, ‘Art’);
INSERT INTO Region (region_name, climate, theme) VALUES (‘Hoenn’, ‘Subtropical’, ‘Ecology’);
INSERT INTO Region (region_name, climate, theme) VALUES (‘Johto’, ‘Temperate’, ‘History’);
INSERT INTO Region (region_name, climate, theme) VALUES (‘Galar’, ‘Wet’, ‘Sports’)

Route1:
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘SkyPillar’, ‘Tower’);
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘Route2’, ‘Forest’);
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘UltraSpaceWilds’, ‘UltraSpace’);
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘TrophyGarden’, ‘Grassland’);
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘EmbeddedTower’, ‘Tower’);
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘FloccesyRanch’, ‘Grassland’);
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘TerminusCave’, ‘Cave’);
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘MossdeepCity’, ‘CoastalCity’);
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘PalletTown’, ‘Forest’);
INSERT INTO Route1 (route_name, terrain_type) VALUES (‘LostlornForest’, ‘Forest’);

Route2:
INSERT INTO Route2 (difficulty_level, terrain_type) VALUES (‘Medium’, ‘Tower’);
INSERT INTO Route2 (difficulty_level, terrain_type) VALUES (‘Easy’, ‘Forest’);
INSERT INTO Route2 (difficulty_level, terrain_type) VALUES (‘Hard’, ‘UltraSpace’);
INSERT INTO Route2 (difficulty_level, terrain_type) VALUES (‘Very Easy’, ‘Grassland’);
INSERT INTO Route2 (difficulty_level, terrain_type) VALUES (‘Medium’, ‘Cave’);
INSERT INTO Route2 (difficulty_level, terrain_type) VALUES (‘Easy’, ‘CoastalCity’);

hasType:
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Fire’, 4);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Fire’, 5);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Fire’, 6);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Fire’, 513);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Fire’, 1006);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Fire’, 2006);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Fire’, 10001);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Dragon’, 384);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Dragon’, 1384);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Dragon’, 10000);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Flying’, 6);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Flying’, 384);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Flying’, 1006);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Flying’, 2006);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Flying’, 1384);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Flying’, 10000);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Flying’, 10001);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Psychic’, 150);

INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Psychic’, 386);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Psychic’, 10002);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Psychic’, 10005);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Electric’, 172);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Electric’, 10003);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Electric’, 10006);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Water’, 10004);
INSERT INTO hasType(type_name, pokedex_id) VALUES (‘Water’, 10007);

hasMove:
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘DragonAscent’, 384);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘DragonAscent’, 1384);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘DragonAscent’, 10000);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘VoltTackle’, 10003);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘VoltTackle’, 10006);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘VoltTackle’, 172);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘PsychoBoost’, 386);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘Scratch’, 4);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘Scratch’, 5);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘BlastBurn’, 6);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘BlastBurn’, 1006);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘BlastBurn’, 2006);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘BlastBurn’, 10001);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘Scratch’, 513);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘CalmMind’, 150);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘CalmMind’, 10002);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘CalmMind’, 10004);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘CalmMind’, 10005);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘CalmMind’, 10007);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘Tailwind’, 384);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘Agility’, 150);
INSERT INTO hasMove (move_name, pokedex_id) VALUES (‘Agility’, 386);

ableTo:
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘AirLock’, 384);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘AirLock’, 1384);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘AirLock’, 10000);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Blaze’, 4);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Blaze’, 5);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Blaze’, 6);

INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Blaze’, 513);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Solar Power’, 4);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Solar Power’, 5);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Solar Power’, 6);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Blaze’, 1006);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Solar Power’, 1006);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Blaze’, 2006);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Solar Power’, 2006);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Blaze’, 10001);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Solar Power’, 10001);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Pressure’, 386);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Pressure’, 150);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Unnerve’, 150);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Pressure’, 10002);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Unnerve’, 10002);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Pressure’, 10005);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Unnerve’, 10005);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Static’, 172);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Static’, 10003);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘Static’, 10006);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘CloudNine’, 10004);
INSERT INTO ableTo (ability_name, pokedex_id) VALUES (‘CloudNine’, 10007);

hasItem:
INSERT INTO hasItem (item_name, trainer_id) VALUES (‘CharizarditeX’, 2);
INSERT INTO hasItem (item_name, trainer_id) VALUES (‘CharizarditeY’, 2);
INSERT INTO hasItem (item_name, trainer_id) VALUES (‘RareCandy’, 1);
INSERT INTO hasItem (item_name, trainer_id) VALUES (‘MasterBall’, 5);
INSERT INTO hasItem (item_name, trainer_id) VALUES (‘TM153’, 2);

leadsTo:
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Hoenn’, ‘SkyPillar’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Kanto’, ‘Route2’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Johto’, ‘Route2’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Sinnoh’, ‘Route2’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Unova’, ‘Route2’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Galar’, ‘Route2’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Alola’, ‘UltraSpaceWilds’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Sinnoh’, ‘TrophyGarden’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Johto’, ‘EmbeddedTower’);

INSERT INTO leadsTo (region_name, route_name) VALUES (‘Unova’, ‘FloccesyRanch’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Kalos’, ‘TerminusCave’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Hoenn’, ‘MossdeepCity’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Kanto’, ‘PalletTown’);
INSERT INTO leadsTo (region_name, route_name) VALUES (‘Unova’, ‘LostlornForest’);

foundAt:
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘SkyPillar’, 384);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘EmbeddedTower’, 384);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘Route2’, 6);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘SkyPillar’, 386);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘TrophyGarden’, 172);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘UltraSpaceWilds’, 150);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘PalletTown’, 4);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘Route2’, 5);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘LostlornForest’, 513);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘‘Route2’, 1006);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘‘Route2’, 2006);
INSERT INTO foundAt (route_name, pokedex_id) VALUES (‘SkyPillar’, 1384);

AI Acknowledgement:

We did not make use of AI for this milestone of the project.