

pokesim@127.0.0.1

Data Dictionary

2022-01-24

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Legend

-  Primary key
-  Primary key disabled
-  User-defined primary key
-  Unique key
-  Unique key disabled
-  User-defined unique key
-  Active trigger
-  Disabled trigger
-  Many to one relation
-  User-defined many to one relation
-  One to many relation
-  User-defined one to many relation
-  Many to many relation
-  User-defined many to many relation
-  One to one relation
-  User-defined one to one relation
-  Input
-  Output
-  Input/Output
-  Uses dependency
-  User-defined uses dependency
-  Used by dependency
-  User-defined used by dependency

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










1. erd

pokemons	moves	presets
<ul style="list-style-type: none">_iddexnamemovestypestypes.nametypes.noDamageTotypes.noDamageFromtypes.superEffectiveTotypes.notVeryEffectiveTotypes.strongAgainsttypes.weakAgainstbaseStatsbaseStats.hpbaseStats.attackbaseStats.defensebaseStats.spAttackbaseStats.spDefensebaseStats.speed__v	<ul style="list-style-type: none">_ididnamepowerpptypetype.nametype.noDamageTotype.noDamageFromtype.superEffectiveTotype.notVeryEffectiveTotype.strongAgainsttype.weakAgainstaccuracydamageClassailmentailmentChancerecoilAmountpriority__v	<ul style="list-style-type: none">_iddexnamemovesmoves.idmoves.namemoves.typemoves.type.namemoves.type.noDamageTomoves.type.noDamageFrommoves.type.superEffectiveTomoves.type.notVeryEffectiveTomoves.type.strongAgainstmoves.type.weakAgainstmoves.damageClassmoves.ppmoves.powermoves.accuracymoves.prioritymoves.ailmentmoves.ailmentChancemoves.recoilAmountmoves.maxPptypestypes.nametypes.noDamageTotypes.noDamageFromtypes.superEffectiveTotypes.notVeryEffectiveTotypes.strongAgainsttypes.weakAgainstbaseStatsbaseStats.hpbaseStats.attackbaseStats.defensebaseStats.spAttackbaseStats.spDefensebaseStats.speedbaseStats.maxHp__vid


1.1. Tables

1.1.1. Collection: moves

Columns

Name		Data type	Description / Attributes
	_id	Id	Nullable
	id	Int32	Id of the move in the PokeApi Nullable
	name	String	Name Nullable
	power	Int32	Base power to calculate damage Nullable
	pp	Int32	Power point. Work as a limited amount of time the pokemon can use the move Nullable
	type	Document	Type of the move. Same the the ones in pokemons Nullable
	type.name	String	Nullable
	type.noDamageTo	Null[]/String[]	Nullable
	type.noDamageFrom	Null[]/String[]	Nullable
	type.superEffectiveTo	String[]/Null[]	Nullable
	type.notVeryEffectiveTo	String[]	Nullable
	type.strongAgainst	String[]/Null[]	Nullable
	type.weakAgainst	String[]	Nullable
	accuracy	Int32	Accuracy of the move. From 0% to 100% Nullable
	damageClass	String	Damage class. can be 'physical', 'special' or 'status'. Useful to know with kind of stats is used in damage calculation Nullable
	ailment	String	Type of effect the move can do. Example: Burn, Sleep, etc. Nullable
	ailmentChance	Int32	Percentage of chance the ailment is used Nullable
	recoilAmount	Int32	Amount of damage the pokemon take after used the move Nullable
	priority	Int32	Priority to know what pokemon attacks first, independant of the speed, except if the priority is the same for both moves Nullable
	_v	Int32	Nullable

Unique keys


Columns		Name / Description
	_id	_id

1.1.2. Collection: pokemons

Columns

	Name	Data type	Description / Attributes
	_id	Id	Nullable
	dex	Int32	Pokedex number Nullable
	name	String	Name Nullable
[]	moves	String[]	Moves that the Pokemon can learn. Stored in an array of string that match names in 'moves' collection Nullable
[{}]	types	Document[]	Different types Nullable
	types.name	String	Name Nullable
[]	types.noDamageTo	Null[]/String[]	Types to which the type is ineffective Nullable
[]	types.noDamageFrom	Null[]/String[]	Types that are ineffective against the type Nullable
[]	types.superEffectiveTo	String[]/Null[]	Types to which the type give 2* more damages Nullable
[]	types.notVeryEffectiveTo	String[]	Types to which the type give /2 less damages Nullable
[]	types.strongAgainst	String[]/Null[]	Types that give /2 less damage against the type Nullable
[]	types.weakAgainst	String[]	Types that give *2 more damage against the type Nullable
[{}]	baseStats	Document	Bases stats Nullable
	baseStats.hp	Int32	Hearth point Nullable
	baseStats.attack	Int32	Attack against the opponent defense Nullable
	baseStats.defense	Int32	Defense against the opponent attack Nullable
	baseStats.spAttack	Int32	Special attack against the opponent special defense Nullable
	baseStats.spDefense	Int32	Special defense against the opponent special attack Nullable
	baseStats.speed	Int32	Speed to know which pokemon attacks first Nullable
	__v	Int32	Nullable

Unique keys







Columns	Name / Description
 _id	_id

1.1.3. Collection: presets


Represent a pokemon with 1-4 selected moves.

Columns

	Name	Data type	Description / Attributes
 	_id	Id	Nullable
	dex	Int32	Nullable
	name	String	Nullable
	moves	Document[]	Nullable
	moves.id	Int32	Nullable
	moves.name	String	Nullable
	moves.type	Document	Nullable
	moves.type.name	String	Nullable
	moves.type.noDamageTo	String[]/Null[]	Nullable
	moves.type.noDamageFrom	Null[]/String[]	Nullable
	moves.type.superEffectiveTo	String[]/Null[]	Nullable
	moves.type.notVeryEffectiveTo	String[]	Nullable
	moves.type.strongAgainst	String[]/Null[]	Nullable
	moves.type.weakAgainst	String[]	Nullable
	moves.damageClass	String	Nullable
	moves.pp	Int32	Nullable
	moves.power	Int32	Nullable
	moves.accuracy	Int32	Nullable
	moves.priority	Int32	Nullable
	moves.ailment	String	Nullable
	moves.ailmentChance	Int32	Nullable
	moves.recoilAmount	Int32	Nullable
	moves.maxPp	Int32	Nullable
	types	Document[]	Nullable
	types.name	String	Nullable
	types.noDamageTo	String[]/Null[]	Nullable
	types.noDamageFrom	Null[]/String[]	Nullable
	types.superEffectiveTo	String[]/Null[]	Nullable
	types.notVeryEffectiveTo	String[]	Nullable
	types.strongAgainst	String[]/Null[]	Nullable
	types.weakAgainst	String[]	Nullable
	baseStats	Document	Nullable
	baseStats.hp	Int32	Nullable
	baseStats.attack	Int32	Nullable
	baseStats.defense	Int32	Nullable

Name		Data type	Description / Attributes
	baseStats.spAttack	Int32	Nullable
	baseStats.spDefense	Int32	Nullable
	baseStats.speed	Int32	Nullable
	baseStats.maxHp	Int32	Nullable
	_v	Int32	Nullable
	id	Null	Nullable

Unique keys

Columns		Name / Description
	_id	_id

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