

# Agenda

- Background
- Problem statement
- Exploratory Data Analysis (EDA)
- Predictions
- Conclusion



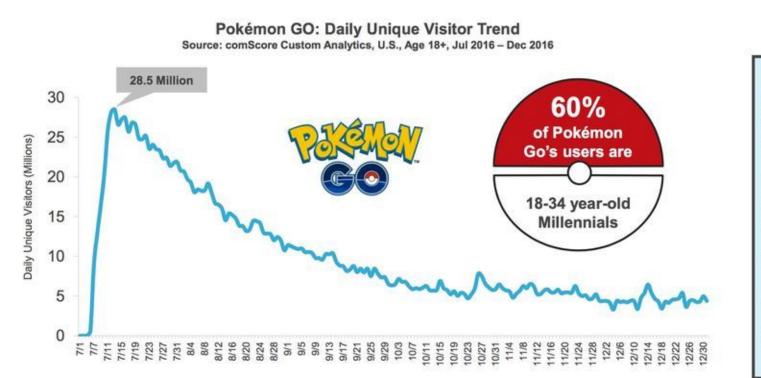


#### Fun Facts

- Released on July 6, 2016
- About 650 million app downloads
- About 1 billion in revenue as of 1/31/17
- Largest demographic: Men 21-27 (7/26/16)



## Pokémon GO was a mobile app phenomenon that quickly surged to attract a huge audience but has since come back down to earth





Pokémon GO - a location-based augmented reality game - launched on July 6th, and in just a matter of days it was consistently capturing more than 20 million daily users. It peaked at 28.5 million daily users on July 13th and, though eventually tailing off, provided an important glimpse into the potential of augmented reality to engage users.



#### Problem Statement

• Pokémon GO is a widely played game and players "gotta catch'em all" in order to be the best. One aspect of the game is battling other players at gyms and the strength of a Pokémon is determined based on the combat power (CP). The higher the CP the better the Pokémon. Only two generations have been released to date and I want to predict the CP of future Pokémon.



#### EDA: Datasets

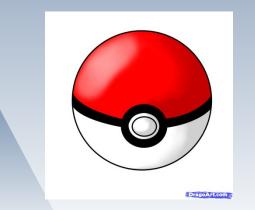
• Data was made available on the kaggle website by Alberto and Aaron.



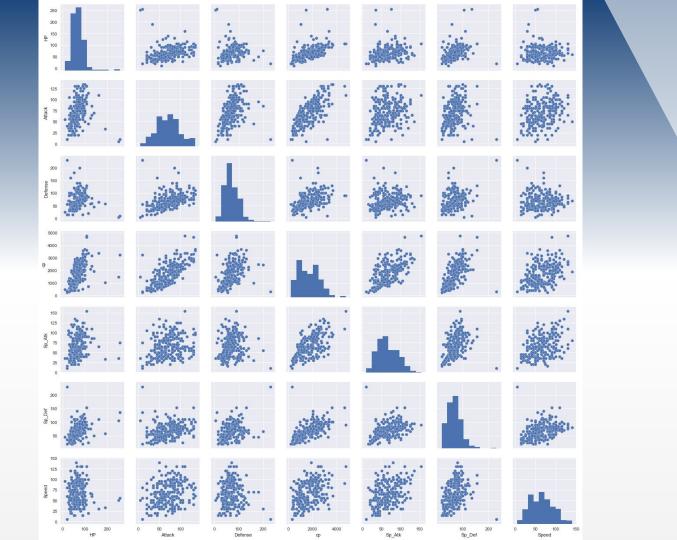
- Two datasets:
  - List of all Pokémon and their stats based on the video game.
  - List of all currently released Pokémon and their stats based on the Pokémon GO app.

## EDA: Datasets

id	name	attack	defense	health	ср	
1	Bulbasaur	118	118	90	981	



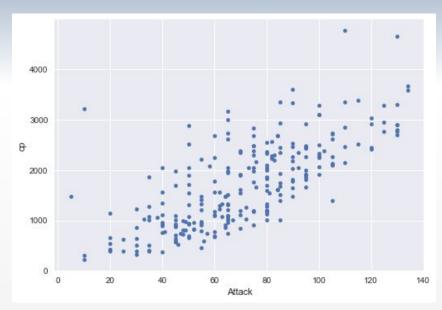
#	Name	Type 1	Type 2	Total	HP	Attack	Defense	Sp. Atk	Sp. Def	Speed	Generation	Legendary
1	Bulbasaur	Grass	Poison	318	45	49	49	65	65	45	1	False

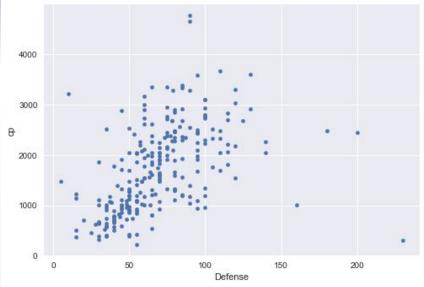




#### EDA: Scatter Plots!!!

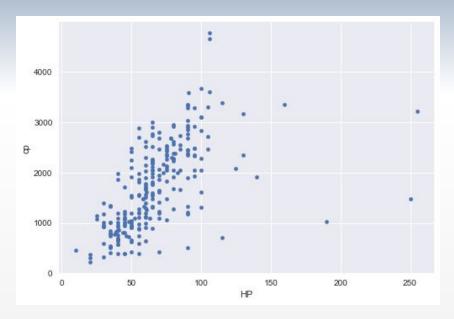


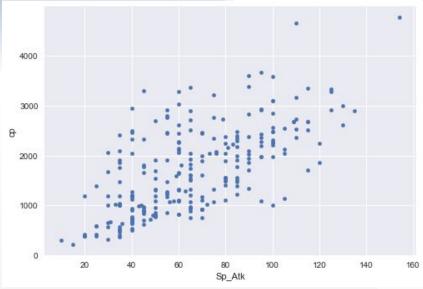




#### EDA: More Plots!!!

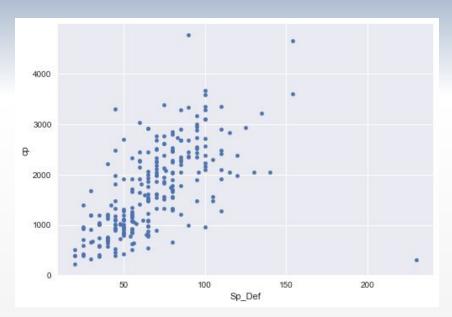


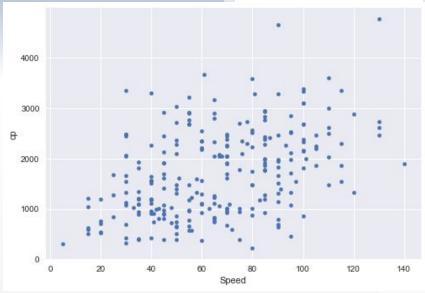




#### EDA: Even More!!!







## EDA: Correlation

오	1	0.26	0.12	0.58	0.25	0.42	0.029
Attack	0.26	1	0.45	0.73	0.25	0.24	0.27
Defense	0.12	0.45	1	0.49	0.14	0.37	-0.032
8	0.58	0.73	0.49	1	0.65	0.61	0.44
Sp_Atk	0.25	0.25	0.14	0.65	1	0.43	0.42
Sp_Def	0.42	0.24	0.37	0.61	0.43	1	0.3
Speed	0.029	0.27	-0.032	0.44	0.42	0.3	1
	HP	Attack	Defense	m	So Atk	Sn Def	Speed

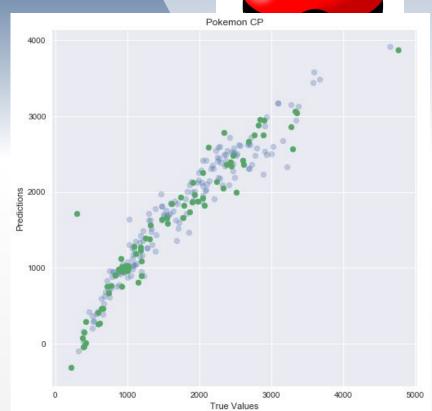
-0.4

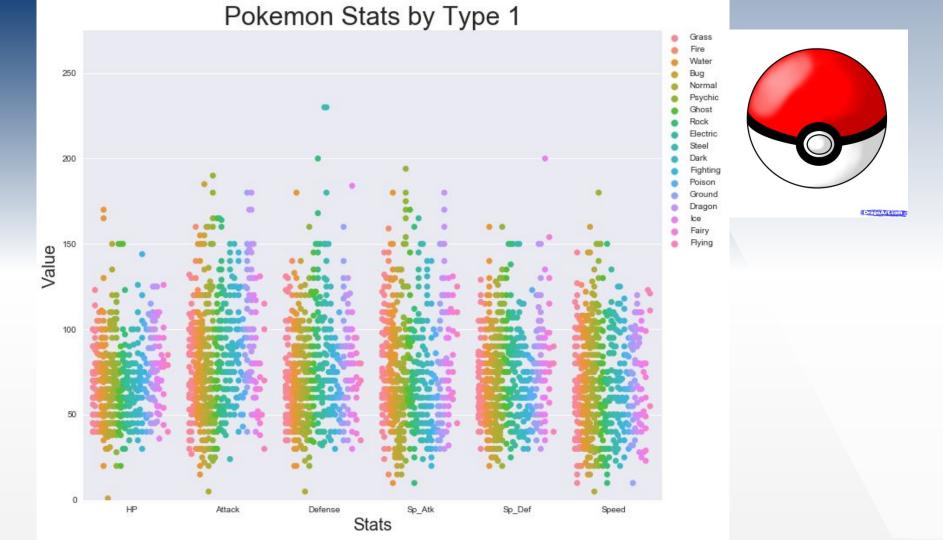
-0.8

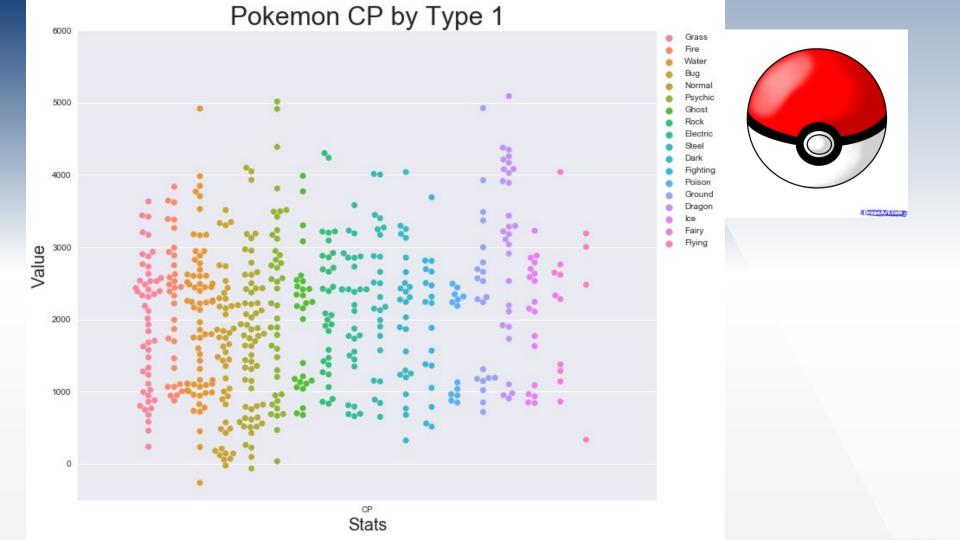


## Making Predictions

- Created a linear regression model
- Cross-validated by 6 folds
- Cross-Predicted Accuracy: 0.922557898215
- Score: 0.898425089731







#### Conclusion: Worst!











## Conclusion: Best!!!! ©













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# Further Analysis

• Create a simulation that battles Pokémon



## References

http://expandedramblings.com/index.php/pokemon-go-statistics/







# Questions?????