**Problem Statement:**

1. Pokémon is a group of adorable creatures peacefully colonizing a planet until humans come along and make them combat each other in order to get shiny badges and we can call them Pokémon masters.
2. In this universe, there exists a group of rare and often strong Pokémon, known as Legendary Pokémon. Unfortunately, there are no detailed criteria that define these Pokémon.
3. The only way to recognize a Legendary Pokémon is through information from official media, such as the game or anime.
4. This data set includes 721 Pokemon, including their number, name, first and second type, and basic stats: HP, Attack, Defense, Special Attack, Special Defense, and Speed. The legend of a pokemon cannot be suspected only by its Attack and Defense. It would be worth finding which variables can define the legend of a pokemon. The strategy is to analyze the data and perform a predictive task of classification to predict the legend of a pokemon using a decision tree algorithm.

**Data Description:**

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| **Column Names** | **Description** |
| ID | ID of each Pokemon |
| Name | Name of each Pokemon |
| Type 1 | Each Pokemon has a type, this determines weakness/resistance to attacks |
| Type 2 | Some Pokemon are dual type and have 2 |
| Total | sum of all stats that come after this, a general guide to how strong a Pokemon is |
| HP | hit points, or health, defines how much damage a Pokemon can withstand before fainting |
| Attack | the base modifier for normal attacks (eg. Scratch, Punch) |
| Defense | the base damage resistance against normal attacks |
| SP Atk | special attack, the base modifier for special attacks (e.g. fire blast, bubble beam) |
| SP Def | the base damage resistance against special attacks |
| Speed | determines which Pokemon attacks first each round |
| Generation | type of generation of the Pokemon |
| Legendary | Rare Pokemon |