

# Tables:

## Pokedex:

- image\_link (varchar) - Link to the pokemon sprite
- pokedex\_number (smallint) - Pokedex number of the pokemon
- **pokemon\_name (varchar) PK** - the name of the pokemon
- type1 (varchar) - The first type of the pokemon
- type2 (varchar) - The secondary type of the pokemon. Contains NULL values because some pokemon are monotype
- bst (smallint) - The total of all the base stats
- hp (smallint) - base hp stat
- atk (smallint) - base attack stat
- def (smallint) - base defense stat
- sp\_atk (smallint) - base special attack stat
- sp\_def (smallint) - base special defense stat
- spd (smallint) - base speed stat

## Players:

Team\_id and regulation are a primary key pair (team\_id, regulation)

- **Team\_id (double precision) PK** - The team id that correlates to the pokemon in the player's team
- **Regulation PK** - The regulation that the team was played in
- Player\_names - The players who made/consistently performed well with the team

## Natures:

- **Nature (Varchar) PK** - The name of the nature
- Increase (varchar) - The stat that gets increased. "-" values means no stat is increased
- Decrease (varchar) - The stat that gets decreased. "-" values means no stat is decreased

## Moves:

One row in the table has the value None throughout the table. This is to account for pokemon who do not have 4 moves

- **Move\_name (Varchar) PK** - The name of the move
- Move\_type (Varchar) - The type of the move
- Category (varchar) - The category of the move. N/A values are all generation specific special moves
- Base\_power (varchar) - The base power of the move. "—" values mean the move is not a damaging move
- accuracy (varchar) - The accuracy of the move. ∞ values mean the move cannot miss. "-" values mean the move has no accuracy (i.e self buff moves)
- Pp (varchar) - Base amount of times the move can be used in a battle. "—" values mean the move has no pp
- move\_effect (varchar) - The effect or description of the move
- effect\_probability (varchar) - The chance of the secondary effect happening. "—" signify no secondary effect.

### Items:

- **item\_name (varchar) PK** - The name of the item
- item\_category (varchar) - The category of the item.
- Item\_effect (varchar) - The effect of the item

### Abilities:

- **Ability\_name (varchar) PK** - The name of the ability.
- Pokemon\_amount (smallint) - The amount of pokemon that have the ability
- Description (varchar) - The ability description and effect
- Gen\_introduced (smallint) - The generation the ability was introduced

### Competitive\_pokemon:

- **Pokemon\_id (smallint) PK** - Unique pokemon id
- Team\_id (double precision) FK ref: players.team\_id - id relating to players
- regulation (varchar) FK ref: players.regulation - id relating to regulation
- game\_name (varchar) - name of pokemon in game
- item (varchar) FK ref: items.item\_name - name of item pokemon holds
- Teratype (varchar) - tera type of pokemon
- hp\_evs (double precision) - pokemon's hp effort values
- Atk\_evs (double precision) - pokemon's hp effort values
- Def\_evs (double precision) - pokemon's hp effort values
- Spatk\_evs (double precision) - pokemon's hp effort values
- Spdef\_evs (double precision) - pokemon's hp effort values
- Spe\_evs (double precision) - pokemon's hp effort values
- Nature (varchar) FK ref: natures.nature - the name of the pokemon's nature
- Move1 (varchar) - pokemon's move 1
- Move2 (varchar) - pokemon's move 2
- Move3 (varchar) - pokemon's move 3
- Move4 (varchar) - pokemon's move 4
- pokemon\_name (varchar) FK ref: pokedex.pokemon\_name - The name of the pokemon as in the pokedex table. If a pokemon has multiple forms but the form was not specified, the pokemon was dropped from the table

### Competitive\_pokemon\_archive:

- Deleted\_at (timestamp) - The time that the record was deleted
- **Pokemon\_id (smallint) PK** - Unique pokemon id
- Team\_id (double precision) FK ref: players.team\_id - id relating to players
- regulation (varchar) FK ref: players.regulation - id relating to regulation
- game\_name (varchar) - name of pokemon in game
- item (varchar) FK ref: items.item\_name - name of item pokemon holds
- Teratype (varchar) - tera type of pokemon
- hp\_evs (double precision) - pokemon's hp effort values
- Atk\_evs (double precision) - pokemon's hp effort values
- Def\_evs (double precision) - pokemon's hp effort values
- Spatk\_evs (double precision) - pokemon's hp effort values
- Spdef\_evs (double precision) - pokemon's hp effort values

- Spe\_evs (double precision) - pokemon's hp effort values
- Nature (varchar) FK ref: natures.nature - the name of the pokemon's nature
- Move1 (varchar) - pokemon's move 1
- Move2 (varchar) - pokemon's move 2
- Move3 (varchar) - pokemon's move 3
- Move4 (varchar) - pokemon's move 4
- pokemon\_name (varchar) FK ref: pokedex.pokemon\_name - The name of the pokemon as in the pokedex table. If a pokemon has multiple forms but the form was not specified, the pokemon was dropped from the table

## Functions/ Stored Procedures:

**get\_pokemon\_name(**  
     **pokemon\_game\_name VARCHAR**  
**)**

Description: takes the game name of a pokemon and returns the actual name of the pokemon as a varchar. Used to remove the gender and nicknames from game name of the pokemon to get the actual name of the pokemon.

Inputs: pokemon\_game\_name (varchar)

Outputs: pokemon\_name (varchar)

**remove\_last\_bar (**  
     **players VARCHAR**  
**)**

Description: removes the last character in a string. Used to remove the last bar in the list of player names (All the strings of player names originally contained a bar at the end)

Inputs: players (varchar)

Outputs: player\_names (varchar)

**modify\_pokemon\_name (**  
     **input\_string VARCHAR**  
**)**

Description: changes the pokemon\_names to be consistent to the pokemon\_names in pokedex.

Used to match the remaining unmatched names that are not matched from the get\_pokemon\_name() function (ie. Pokemon with multiple forms)

Inputs: input\_string (varchar)

Outputs: new\_pokemon\_name (varchar)

**Insert\_info\_move (**  
     **move\_name VARCHAR**  
     **, move\_type VARCHAR**  
     **, category VARCHAR**  
**)**

```
, base_power VARCHAR
, accuracy VARCHAR
, pp VARCHAR
, move_effect VARCHAR
```

)

Description: Inserts the input information into the move table.

Inputs:

- move\_name - the name of the move as a varchar
- move\_type - the type of the move as a varchar
- category - the category of the move as a varchar
- base\_power - the base power of the move as a varchar
- accuracy - the accuracy of the move as a varchar
- pp - the pp of the move as a varchar
- move\_effect - the move\_effect of the move as a varchar

Outputs: VOID

```
Export_view_to_csv (
    view_name VARCHAR
    , path_name VARCHAR

```

)

Description: Stored Procedure that exports a given view as a csv to the specified path and file name

Inputs:

- view\_name - The name of the view as a string
- path\_name - The path name of where you wish to save and name the file to

**archive\_deleted\_row()**

Description: Called when the archive\_deleted\_trigger trigger is called. Adds a row to the competitive\_pokemon\_archive that is the same row(s) as the row(s) being deleted.

Inputs: None

Outputs: TRIGGER/ NULL

## Views:

**Pokemon\_and\_players:** Summary of the players and their teams with the regulation

**Pokemon\_items:** Summary of the competitive pokemon and their held items

**Pokemon\_pokedex:** Competitive pokemon base stats, typing, and competitive information

**Pokemon\_ability** - Competitive pokemon and a summary of their

## Triggers:

**Archive\_deleted\_trigger:** Archives a pokemon if it is deleted from the competitive pokemon table