

Team Generator

A Non-Interactive Data Analyst of Pokémon!

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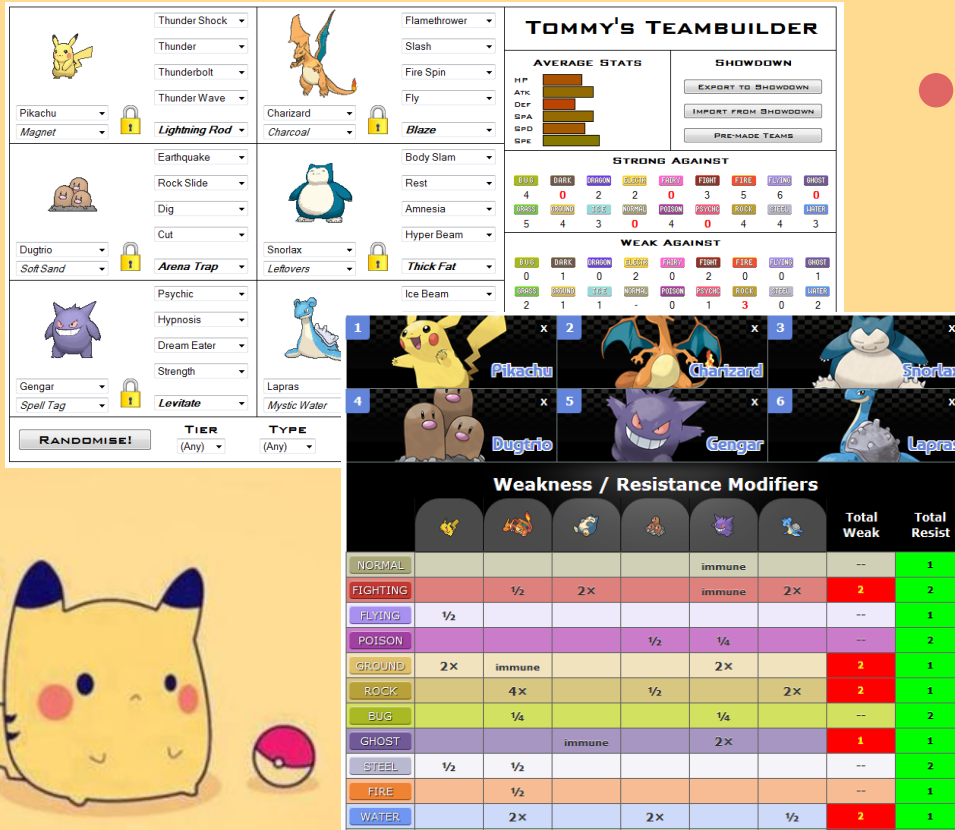
CMPM 146 Spring 2015

AI as “Analyst & Advisor”

- AI as Analyst
 - Analyze the data from the game and determine capacities of Pokémons.
- AI as Advisor
 - Assist players how to build a good Pokémon team by generating well-balanced teams with high comprehensive capacity.



Existing Pokémon Team Generators



TOMMY'S TEAMBUILDER

AVERAGE STATS

HP ATK DEF SPA SPD SPE

SHOWDOWN

EXPORT TO SHOWDOWN

IMPORT FROM SHOWDOWN

PRE-MADE TEAMS

STRONG AGAINST

TYPE	0	1	2	3	4	5	6	7	8
FIRE	0	2	2	0	3	5	6	0	0
WATER	5	4	3	0	4	0	4	4	3

WEAK AGAINST

TYPE	0	1	2	3	4	5	6	7	8
FIRE	0	1	0	2	0	2	0	0	1
WATER	2	1	1	0	1	3	0	2	0

Weakness / Resistance Modifiers

	Pikachu	Charizard	Snorlax	Dugtrio	Gengar	Lapras	Total Weak	Total Resist
NORMAL					immune		---	1
FIGHTING		1/2	2x		immune	2x	2	2
FLYING	1/2						---	1
POISON					1/2	1/4	---	2
GROUND	2x	immune			2x		2	1
ROCK		4x			1/2	2x	2	1
BUG		1/4			1/4		---	2
GHOST			immune		2x		1	1
STEEL	1/2						---	2
FIRE		1/2					---	1
WATER		2x		2x		1/2	2	1

- Existing tools only showed statistics of chosen Pokémon.

The one generator we found only randomized.

(Demo)



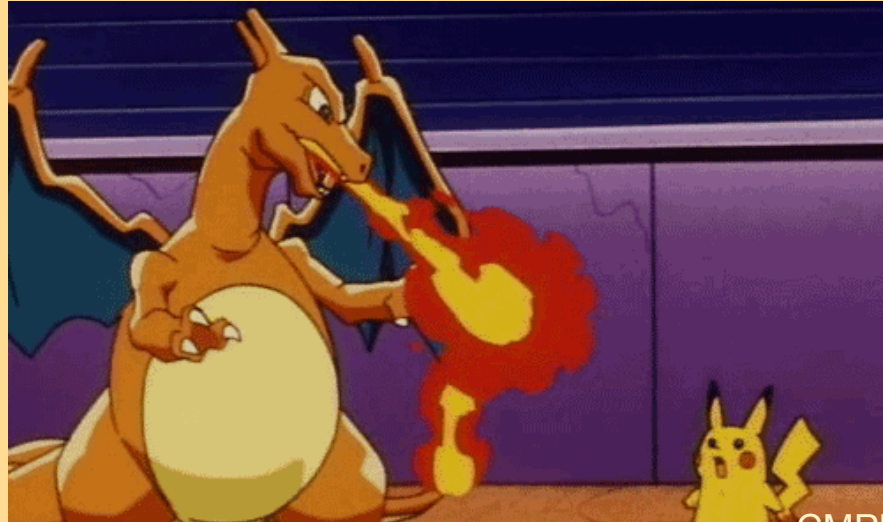
Technical Problems

- How do we format our data?
 - JSON file that is parsed into Java arrays, ArrayLists, and Hashtables
- What makes a good team?
 - type diversity
 - no pokemon of the same family
 - high comprehensive capacity



What makes it special?

- Analysis on pokemon synergy when making a team taking player preference into account.



Future

- A tool like this can assist beginners in playing games they don't know much about.
- Or players who like planning everything out beforehand.
- Algorithms like these can help designers determine if they need balance their game.

