

## 4460 Project Overview from Team Oh My Pokémon

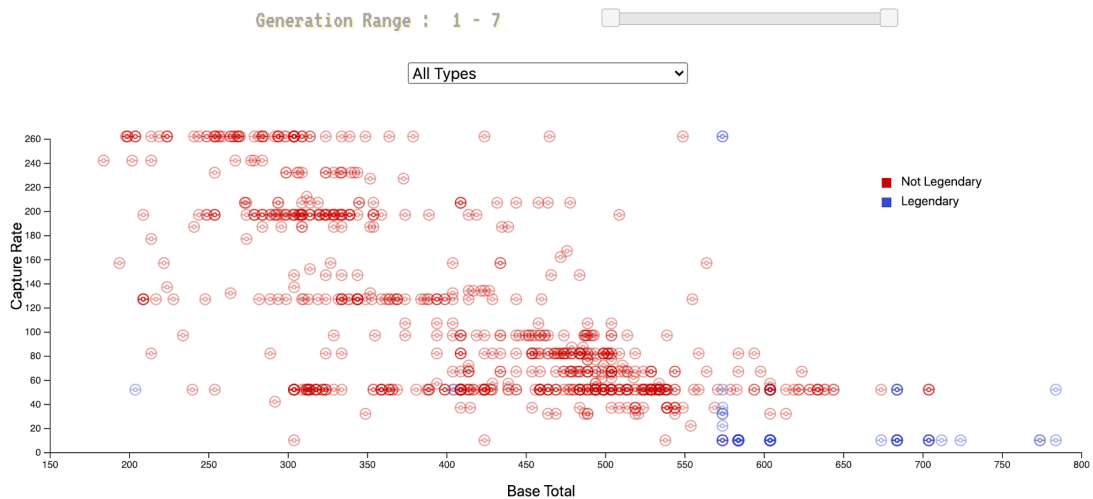
**Topic:** Pokémon Dataset

**Team members:**

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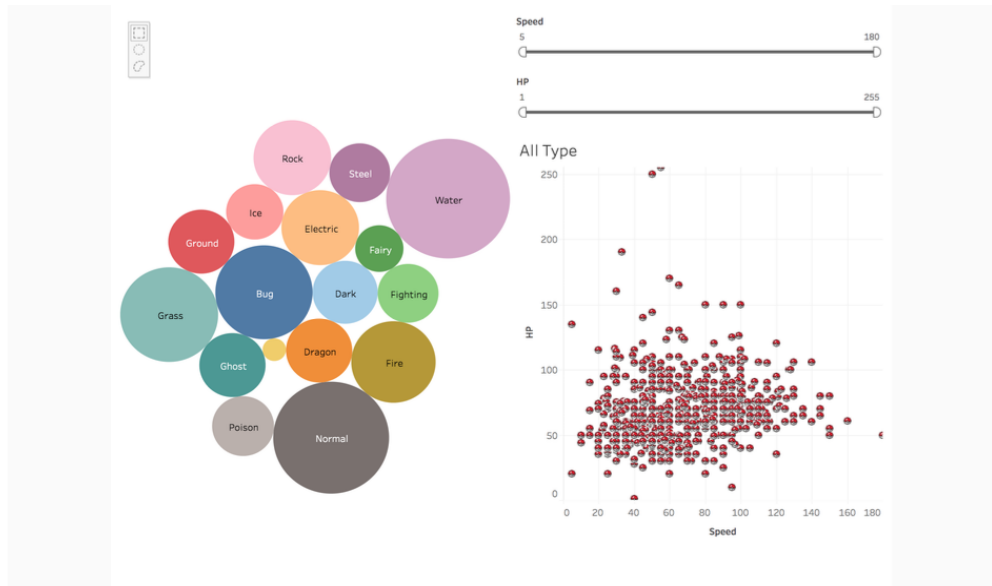
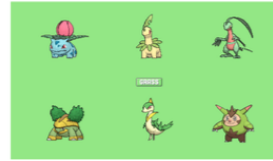
**Screen Shots:**

# THE POKEMON ENCYCLOPEDIA! ABILITY VS CAPTURE RATE CLICK TO EXPLORE!



# POKÉMON TYPES MATTERS!

DIFFERENT TYPES = DIFFERENT ABILITIES



## FIND YOUR FAVORITE POKÉMON!

Find Your Pokémon!

Hp: 1 to 255

Attack: 5 to 185

Defense: 5 to 230

Sp Attack: 10 to 194

Sp Defense: 20 to 230

Speed: 5 to 180

Type 1:

Type 2:

Generation:

Is Legendary:



# TRY IT YOURSELF!

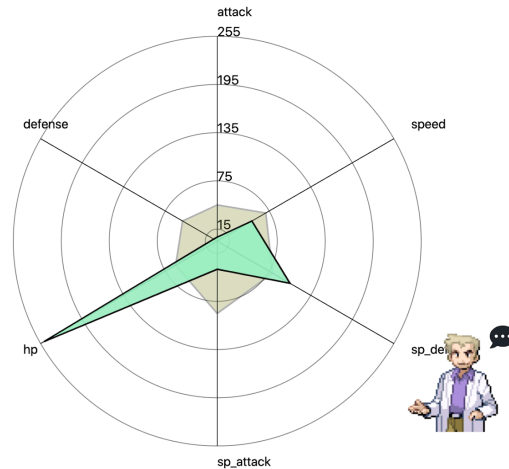
Please Enter Pokédex (1 ~ 801)

Add

Clear

## Chansey

- Butterfree
- Chansey



## Problem Description

To become a brilliant Pokémon player, it's important to be familiar with the attributes of Pokémon. And to become the winner in a battle, it's essential to choose the Pokémon with best performance. Utilizing the two datasets containing the information and images of 801 Pokémon, our goal is to use data visualization tools, D3.js and Tableau, to show our users the information behind the datasets, and to help them explore the Pokémon dataset through the interactions with different functions, so that they can find their favorite Pokémon for battle. Since the visualization is clear and easy to understand, it's both entertaining and useful for people who want to learn more about Pokémon and people who are already familiar with Pokémon.

## Project Overview

In our project, we included four different visualizations. The first one introduces Pokémon, from all 7 generations, by putting them on a scatterplot: the x-axis defines "capture rate" and the y-axis defines "base total ability". A pop-up window will show up when the user clicks on a pokéball in the plot, telling more information about the Pokémon. Thus, this visualization acts like an encyclopedia for all 801 Pokémon.

As the second visualization focuses on the 18 types of Pokémon, we use a bubble chart, and the size of each bubble represents the amount of Pokémon in each type. By clicking on a bubble, users can access the distribution of that type of Pokémon based on speed and HP value.

In the third section, to aid in referencing and comparing Pokémon, we use a grid with filters based on attributes, such as generation, types, and base statistics (HP, Attack, Defense, etc.). Users can scroll over the images of the Pokémon remaining in the grid to gain more information.

Finally, we make an interactive radar chart for the comparison of Pokémon. Users can add Pokémon to the chart by entering pokédex, and then start comparing Pokémon to find the strengths and weaknesses in each of them.

**Link to the web page for the final product:** <https://chenqin001.github.io/cs4460-final-project/>

**Link to GitHub for original files:** <https://github.com/chenqin001/cs4460-final-project>

Libraries:

D3.js

References:

Gif Ash Throwing pokéball: <https://archive.nyafuu.org/vp/thread/34819010/>

Image of Pokémon logo: [https://commons.wikimedia.org/wiki/File:International\\_Pokémon\\_logo.svg](https://commons.wikimedia.org/wiki/File:International_Pokémon_logo.svg)

Gif images for types: <http://rebloggy.com/post/gaming-pokemon-water-type-sprites-fire-type-grass-type-hopefully-recent-gifs4-st/76067761350>