Classification 1:

By type

Remove pokemon who are type incompatible

Make a list of “good moves”

Set a threshold (1 or 2 moves that the pokemon can learn from the good moves list)

For threshold, +1, for less then threshold, -1

Classify then based on moves

Then have a python script

Based on pokemon id after move classification, give it the moves

Make sure the top moves are taught

Then choose the next strongest moves

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ann gives pokemons based on moves

svm will be based on types and base stats

talk about how we wanted to tackle not only 2 validations, but also methodologies, and svm and ann were great for the respective tasks

talk about svm pros and cons (overlaps and post processing)

talk about ann pros and cons (simple and very effective, smaller sets of pokemon, may not have overlaps – have to check)