

Foresight

Description

My database contains information regarding all of the Pokemon as of December 2024. The database allows users to query information about a Pokemon such as its stats, type(s), moveset, and abilities. Users can also do the reverse by searching up a type, ability or move, and finding all of the Pokemon that have that type or ability or learn that move. One other feature of the database is that you can see basic type interactions. For example, you could search all of the type interactions of the "Grass" type.

Database Structure

Currently, my database has 15 tables, but only 8 of the tables are used. Originally, I had planned to build a much bigger database with more features, but due to time constraints, I had to shrink the project. The tables that are currently used are "abilities", "moves", "pokemon_types", "moves_list", "type_chart", "pokemon", "types", and "pokemon_abilities".

Tables

pokemon: A table containing basic information on a Pokemon, such as its name, Pokedex number, and stats. Pokedex number and the Pokemon's name make a unique identifier for a Pokemon.

types: A table containing the name of a type. The name is a unique identifier for a type.

moves: A table containing information on a move. Information includes its name, damage, type, accuracy, category, and the effect. The name is a unique identifier for a move.

abilities: A table containing information about an ability. Information includes its name, and its effect. The name is a unique identifier for an ability.

pokemon_types: A table containing the information of the type(s) of a Pokemon. If a Pokemon has one type, then it will only have one row of data. If a Pokemon has two types then it will have two rows of data. The table links a Pokemon and types through the Pokemon's Pokedex number, the Pokemon's name and the name of the type.

moves_list: A table containing the information of the moveset of a Pokemon. Pokemon and moves are connected by Pokedex number, Pokemon name and name of the move.

type_chart: A table containing type matchups of each type. "type_name" is the type a user is looking up, and "type_matchup" is the type that the looked up type is facing off against. Effectiveness determines how effective a type is against another one.

pokemon_abilities: A table containing information of the abilities a Pokemon can have. Pokemon and abilities are connected by Pokedex number, Pokemon name, and ability name.