<https://www.kaggle.com/abcsds/pokemon>

This data set includes 721 Pokémon, including their number, name, first and second type, and basic stats: HP, Attack, Defence, Special Attack, Special Defence, and Speed. It has been of great use when teaching statistics to kids. With certain types, you can also give a geeky introduction to machine learning.

This are the raw attributes that are used for calculating how much damage an attack will do in the games. This dataset is about the Pokémon games (*NOT* Pokémon cards or Pokémon Go).

The data as described by [Myles O'Neill](https://www.kaggle.com/mylesoneill) is:

* #: ID for each Pokémon
* Name: Name of each Pokémon
* Type 1: Each Pokémon has a type, this determines weakness/resistance to attacks
* Type 2: Some Pokémon are dual type and have 2
* Total: sum of all stats that come after this, a general guide to how strong a Pokémon is
* HP: hit points, or health, defines how much damage a Pokémon can withstand before fainting
* Attack: the base modifier for normal attacks (e.g. Scratch, Punch)
* Defence: the base damage resistance against normal attacks
* SP Atk: special attack, the base modifier for special attacks (e.g. fire blast, bubble beam)
* SP Def: the base damage resistance against special attacks
* Speed: determines which Pokémon attacks first each round

The data for this table has been acquired from several different sites, including:

* [pokemon.com](http://www.pokemon.com/us/pokedex/)
* [pokemondb](http://pokemondb.net/pokedex)
* [bulbapeida](http://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_by_National_Pok%C3%A9dex_number)

One question has been answered with this database: The type of a Pokémon cannot be inferred only by its Attack and Defence. It would be worthy to find which two variables can define the type of a Pokémon, if any. Two variables can be plotted in a 2D space, and used as an example for machine learning. This could mean the creation of a visual example any geeky Machine Learning class would love.