I Choose You

An Adventure into the World of Competitive Pokémon

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How do you Choose a Team

- Over 216 Quintillion combinations[1]

- How can we better our chances of winning?

Use teams similar to ones that have already won

[1]Kotaku Numbers: Possible Different Teams in Pokémon is Endless

How we Did It

Supervised

- Know the outcomes of the battles

Spectral Clustering	Naïve Bayes
Not adequate for given data	Maps well to our problem Clear Winner and Loser classes

Two Main Databases

Serebii.net
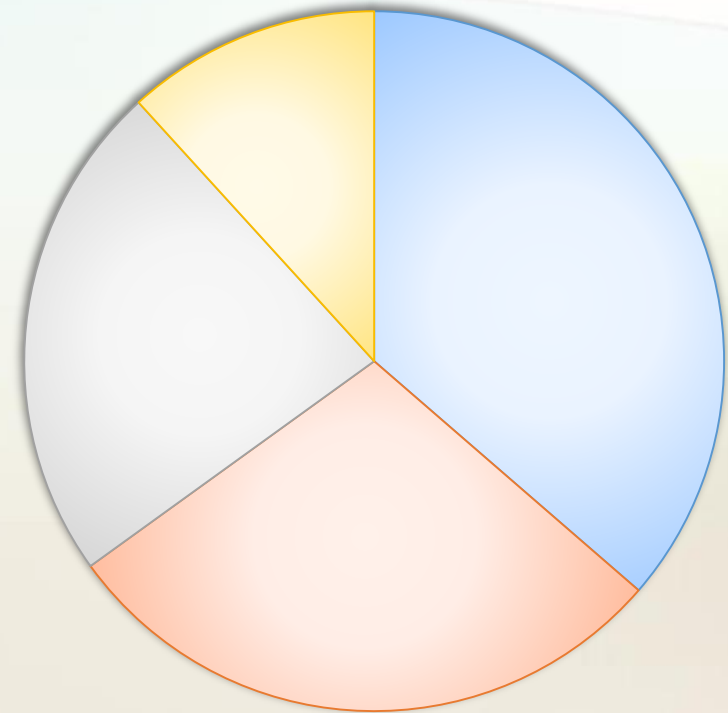
- Pokémon

- Attacks

- Items

Smogon.com

- Battles Records

- Battle Tiers

Results

- High number of False Positives

- Low number of False Negatives

- F1 Score: 0.643

Mean Distrubution of Results

□ True Positive □ False Positive □ True Negative □ False Negative

Final Thoughts

Summary

- If the predictor says the team is bad, find a new team

- Strategy plays an important role in Battle

Room For Improvement

- Greatest Challenge:
  - Sparse Data

- False Positives:
  - Too many sparse features