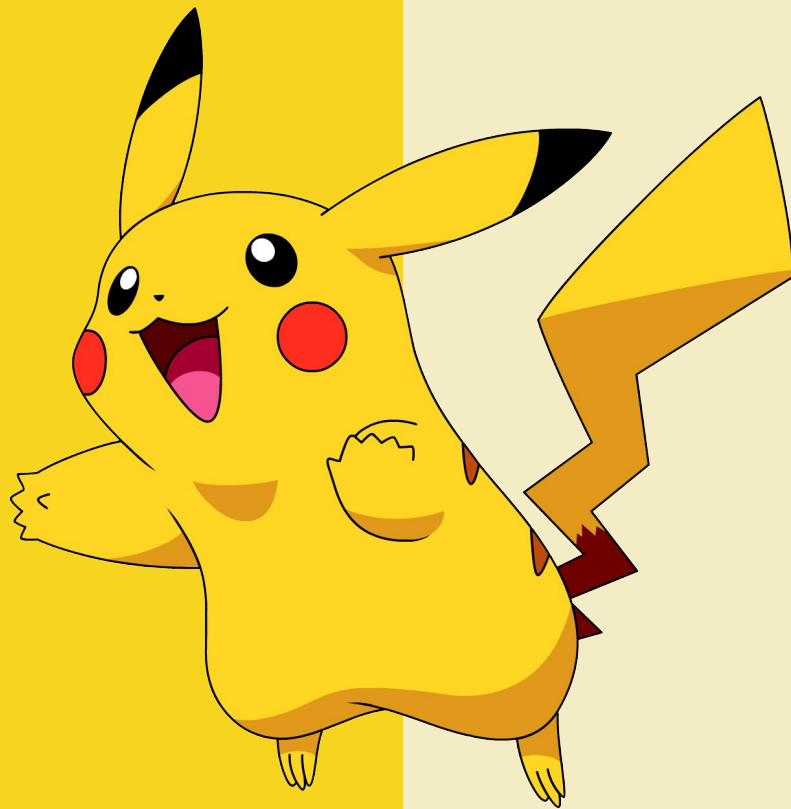




Pokemon Team Builder Proposal

Muzi Chen



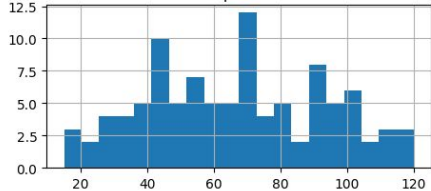
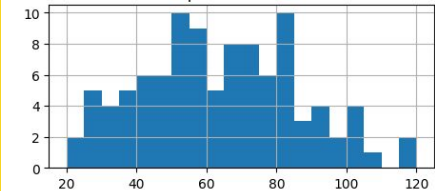
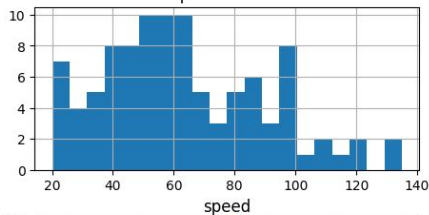
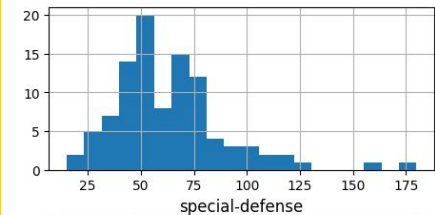
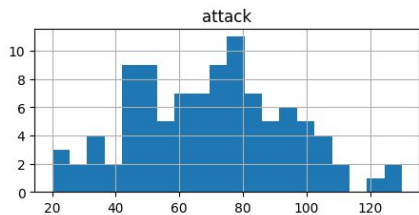
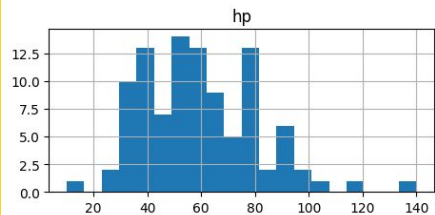
Current Progress

- Main purpose: Team builder with stat optimization
- API: <https://pokeapi.co/>
- Extracted data: hp, attack, defense, special-attack, special-defense, speed, name, types, weakness
- 253 pokemons

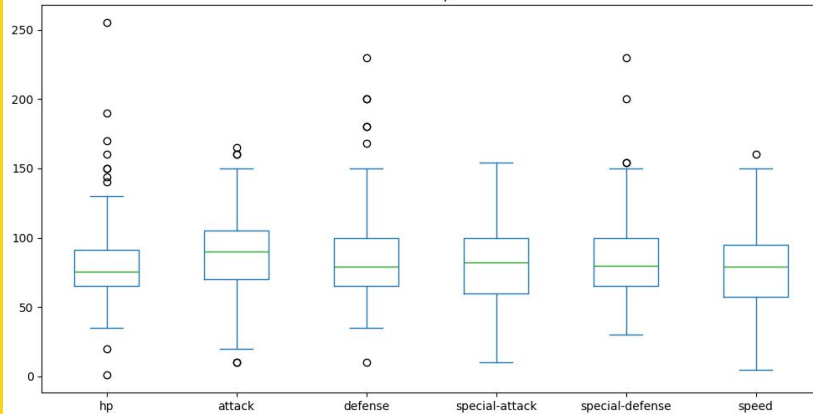


EDA

Stat Distributions



Stat Boxplots

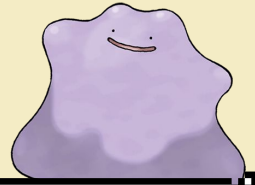


Top 10 pokemons

	name	types	total_stat
248	Arceus	{normal}	720
112	Ho-Oh	{flying, fire}	680
64	Mewtwo	{psychic}	680
111	Lugia	{psychic, flying}	680
241	Dialga	{steel, dragon}	680
242	Palkia	{water, dragon}	680
183	Rayquaza	{flying, dragon}	680
244	Regigigas	{normal}	670
182	Groudon	{ground}	670
181	Kyogre	{water}	670

Goals and Plans

- **Greedy algorithm:** Start with Pokémon with the fewest weaknesses and add one-by-one avoiding overlaps.
- Add **more conditions** before start selecting
- Perhaps make the app interactive by allowing user to select the first few pokemons



ditto? ditto!

