Pokemon Stay

Project Submission- DSI Immersive – Pramod Paul

Pokemon Stay: Goal/Objective

- Program a prototype version of the Pokemon Stay game
- Analyze the planned content to help the team calibrate the design.

Pokemon Stay: Prototype version

(Review attached jupyter notebook)

Main features

- Locations replaced by websites
- Calculations of player power
- Check to see if any character is overpowered

Lessons leaned

- Start with the Big picture
- Don't get bogged down by data
- Dictionaries limitations of having all pokemon ids captured as keys have to be unique

List of variables for each pokemon

O	ut	[1	1	9]	

	PokedexNumber	Name	Туре	Total	HP	Attack	Defense	SpecialAttack	SpecialDefense	Speed
0	1	Bulbasaur	GrassPoison	318	45	49	49	65	65	45
1	2	lvysaur	GrassPoison	405	60	62	63	80	80	60
2	3	Venusaur	GrassPoison	525	80	82	83	100	100	80
3	3	VenusaurMega Venusaur	GrassPoison	625	80	100	123	122	120	80
4	4	Charmander	Fire	309	39	52	43	60	50	65

Info showing various variab and types.

Describe showing the descriptive statistics measures

```
1 csvfile.info()
In [117]:
          <class 'pandas.core.frame.DataFrame'>
          RangeIndex: 800 entries, 0 to 799
          Data columns (total 10 columns):
          PokedexNumber
                            800 non-null int64
                            800 non-null object
          Name
                            800 non-null object
          Type
                            800 non-null int64
          Total
          ΗP
                            800 non-null int64
                            800 non-null int64
          Attack
                            800 non-null int64
          Defense
          SpecialAttack
                            800 non-null int64
          SpecialDefense
                            800 non-null int64
          Speed
                            800 non-null int64
          dtypes: int64(8), object(2)
          memory usage: 62.6+ KB
```

In [118]:

1 csvfile.describe()

Out[118]:

	PokedexNumber	Total	НР	Attack	Defense	SpecialAttack	SpecialDefense	Speed
count	800.000000	800.000000	800.000000	800.000000	800.000000	800.000000	800.000000	800.000000
mean	362.813750	435.127500	69.283750	79.001250	73.842500	72.820000	71.902500	68.277500
std	208.343798	120.037067	25.580436	32.457366	31.183501	32.722294	27.828916	29.060474
min	1.000000	180.000000	1.000000	5.000000	5.000000	10.000000	20.000000	5.000000
25%	184.750000	330.000000	50.000000	55.000000	50.000000	49.750000	50.000000	45.000000
50%	364.500000	450.000000	65.000000	75.000000	70.000000	65.000000	70.000000	65.000000
75%	539.250000	515.000000	80.000000	100.000000	90.000000	95.000000	90.000000	90.000000
max	721.000000	800.00000	255.000000	190.000000	230.000000	194.000000	230.000000	180.000000