*In a game design context, generating objects (like enemies, items etc.) in an automatic but sensible way is a key factor. In this project we will model multiple analyses to exploit the generative process (the so-called spawn algorithm) behind a geolocation-aware game platform (Pokémon Go).*

*Since the spawn algorithm is kept secret but input like neighbourhood statistics, timeslot, weather parameters and fixed-object coordinates, and output (generated-object coordinates) are observable, we will provide a valid approximation of the generating mixture working on a sample dataset made up to 300.000 observation described by more than 200 features.*

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In the game design context, the so-called spawn algorithm, si sviluppano algoritmi che generino in modo automatico elementi come cattivi e playable items.

Those generative process should nor random neither deterministic. To be more precise,