Updated Relational Schema

pokemon
- index_number
- pokedex_number
- name
- generation
- status
- type_number
- type_1
- type_2
- height_m
- weight_kg
- abilities_number
- ability_1
- ability_2
- ability_hidden

gen
- generation
- region_name
- number_of_pokemon

baseStats
- index_number
- pokedex_number
- hp
- attack
- defense
- sp_attack
- sp_defense
- speed

moves
- id
- move
- description
- type
- category
- power
- accuracy
- pp
- z-effect

moveset
- ndex
- species
- forme
- move1
- move2
- move3
- move4
- move5
- move6
- move7
- move8
- move9

typing
- defense_type1
- defense_type2
- Normal
- Fire
- Water
- Electric
- Grass
- Ice
- Fighting
- Poison
- Ground
- Flying
- Psychic
- Bug
- Rock
- Ghost
- Dragon
- Dark
- Steel
- Fairy