Old URL: http://flip2.engr.oregonstate.edu:9110/gymleaders
New URL: http://flip2.engr.oregonstate.edu:9353/

Note: In order to fully utilize code and site, you must be connected to OSU VPN

Feedback and changes made to the project (1):

The first issues we ran into involve having way too many entities such as "Kinds of Trainers", "Items", etc. We also included more detailed descriptions of each entity and fixed formatting issues regarding the consistency of our capitalization. We also ended up adding foreign keys and intersection tables(Pokemon_Types and GymLeaders_Pokemon).

Going from our first draft/final to our second draft, we were told that our Project Overview wasn't detailed enough and was told to include a more detailed description and more numerical facts. We were also given the same feedback regarding the Overview Quality (more detail).

On Our Step 3 Draft/Final, we got rid of the auto_incremement feature from the pokedex_num and changed more formatting issues. We also had an issue with the foreign keys in our intersection tables not being labeled as primary keys. We also paid more attention regarding making sure whether some of the variables we had had the potential of being NULL.

On our Step 4 Draft, we didn't get as much feedback from people regarding what we could change (or at least not anything that was relevant to the requirements laid out during that stage). So we ended up just continuing with implementing CRUD, handlebars, etc.

For our Step 5 Draft, we created two inputs for EV_yield (one for the number and another drop down specifying what kind of EV). The biggest change we made here was merging our intersection tables to be in one page rather than multiple. We also added more types to the DDL.

For Step 6, we ended up adding drop-downs for all of the foreign keys in the intersection tables and in general where it was appropriate. We also edited some of the input boxes making them number only inputs or changed them from things like pokemon_num to pokemon_name. We also added a search function for the Pokemon table that searches based on full string names, no partial strings. Lastly, we added more types and deleted unnecessary comments and outdated hbs files to clean up our overall project.

Updated Version (2):

Title: The Pokemon Database

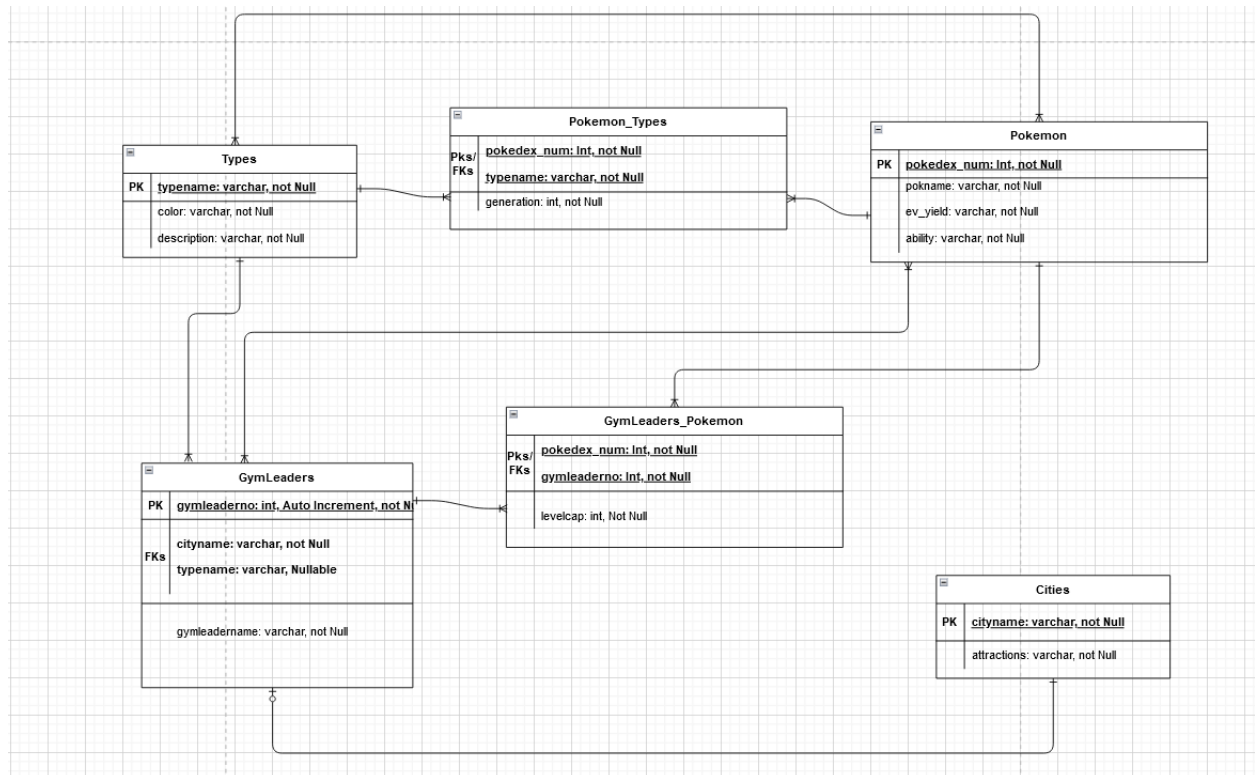**Members:**

Kerim Semed
Gavin Pham

Overview:

Our project is to develop a database application that would allow players of 'Pokemon' to access all the necessary information about the games. This necessary information will include data about all 1015 pokemon from all nine generations, all the cities in each generation, all the gym leaders and their pokemon in each generation, and all 18 pokemon types. This database will be a relational database yielding relational data about Pokemon such as their types and what gym leaders have them. This database will also tell information about cities and what gym leaders are in these places. This database can be expanded and added to in order to account for other pokemon games and data available in those games. This means data can be inserted, deleted, or modified depending on what pokemon game the data is storing data on. This application is meant to allow users to be able to store and find data on Pokemon games and make necessary adjustments as new games come out. For example, when a new generation of pokemon are added, we can add them to the list of pokemon. This would also apply to new gym leaders and types if applicable.

Database Outline:

- Pokemon (The 'monsters' used to fight and progress through the game):
    - pokedex_num*: int, not Null
    - pokname: varchar, not Null
    - ev_yield: varchar, not Null
    - ability: varchar, not Null
    - Relationships:
        - M:M Relationship with Gym Leaders (Pokemon can be assigned to multiple gym leaders)
        - 1:M Relationship with Pokemon_Types (Pokemon can only have one or two types)

- Types (Classifications for pokemon to establish strengths and weaknesses between each):
    - typename*: varchar, not Null
    - color: varchar, not Null
    - description: varchar, not Null
    - Relationships:
        - 1:M Relationship with Gym Leaders (Only one type can be associated with many gym leaders)
        - 1:M Relationship with Pokemon_Types (A type can be associated with multiple kinds of pokemon)

- Pokemon_Types (Intersection Table for the fact that Pokemon can have multiple types)
    - **pokedex_num*:** int, not Null
    - **typename*:** varchar, not Null
    - generation: int, not Null
    - Relationships:
        - 1:M Relationship with Pokemon
        - 1:M Relationship with Types

- Cities (The different locations/rest spots the user will pass through):
    - cityname*: varchar, not Null
    - attractions: varchar, not Null
    - Relationships:
        - 1 or 0 Relationship with GymLeaders (A city is associated with one or zero gym leaders)

- GymLeaders (A person stationed at a city that the player usually has to defeat before progressing through the story):
    - gymleaderno*: int, auto_increment, not Null
    - gymleadername: varchar, not Null
    - **cityname:** varchar, not Null
    - **typename:** varchar, Nullable
    - Relationships:
        - M:M Relationship with Pokemon (A gym leader can have multiple kinds of pokemon)
        - 1:1 Relationship with Types (A gym leader has only one type)
        - 1:1 Relationship with Cities (A gym leader belongs to one city)

- GymLeaders_Pokemon (Intersection Table for the fact that gym leaders can have multiple pokemon)
    - **pokedex_num*:** int, not Null
    - **gymleaderno*:** int, not Null
    - levelcap: int, not Null
    - Relationships:
        - 1:M Relationship with Pokemon
        - M:1 Relationship with GymLeaders

c) Entity-Relationship Diagram - Updated Version:

(Fixed logic error with calling foreign keys and having them auto increment, no stated issues regarding our diagram or Database Outline otherwise)

d) Schema:

Cities

cityname	attractions

Primary Key: cityname
Functional Dependencies: cityname -> attractions

Types

typename	color	description

Primary Key: typename
Functional Dependencies: typename -> color, description

Pokemon_Types

pokedex_num	typename	generation

Primary Key: pokedex_num, typename
Functional Dependencies: pokedex_num, typename -> generation

GymLeaders_Pokemon

pokedex_num	gymleaderno	levelcap

Primary Key: pokedex_num, gymleaderno
Functional Dependencies: pokedex_num, gymleaderno -> levelcap

Pokemon

pokedex_num	pokname	ev_yield	ability

Primary Key: pokedex_num
Functional Dependencies: pokedex_num -> pokname, ev_yield, ability

GymLeaders

gymleaderno	gymleadername	cityname	typename

Primary Key: gymleaderno
Functional Dependencies: gymleaderno -> gymleadername, cityname, typename

e) Example Data:

Cities

cityname*	attractions

Pewter City	Pewter Museum of Science
Lavaridge Town	Hot Springs
Eterna City	The Cycle Shop

Types

typename*	color	description
Fire	Red	Fire-type moves are super-effective against Bug, Grass, Ice, and Steel-type pokemon while Fire-type pokemon are weak to ground, roc, and water type moves.
Water	Blue	Super-effective against Fire-Ground, and Rock-type pokemon while Water-type Pokemon are weak to Electric and Grass-type moves
Grass	Green	Super-effective against Ground, Rock, and Water type pokemon while grass-type pokemon are weak to Bug, Fire, Flying, Ice, and Poison-type moves
Rock	Brass	Super-effective against Bug, Fire, Flying, and Ice while rock-type pokemon are weak to Fighting, Grass, Ground, Steel, and Water-type moves.
Ground	Earth Yellow	Super-effective against Electric-, Fire-, Poison-, Rock-, and Steel-type Pokemon, while Ground-type Pokemon are weak to Grass-, Ice-, and Water-type moves
Dark	Black	Super-effective against Ghost- and Psychic-type pokemon, while Dark-type Pokemon are weak to Bug-, Fairy-, and Fighting-type moves
Electric	Yellow	Super-effective against

		Flying- and Water-type pokemon, while Electric-type pokemon are weak to Ground-type moves
Flying	Light Blue	Super-effective against Bug-, Fighting-, and Grass-type pokemon, while Flying-type pokemon are weak to Electric-, Ice-, and Rock-type moves
Normal	Light Grey	Not super-effective against any pokemon, but Normal-type pokemon are weak to Fighting-type pokemon

Pokemon_Types

pokedex_num*	typename*	generation
#0278	Water	3
#0278	Flying	3
#0248	Dark	2
#0248	Rock	2
#0074	Rock	1
#0074	Ground	1
#0025	Electric	1
#017	Normal	1
#017	Flying	1
#059	Fire	1

GymLeaders_Pokemon

pokedex_num*	gymleaderno*	levelcap
#074	1	14
#059	8	47

| #0017 | 9 | 13 |

Pokemon

pokedex_num*	pokname	ev_yield	ability
#0025	Pikachu	2 Spd	Static
#0074	Geodude	1 Def	Rock Head
#0278	Wingull	1 Spd	Keen Eye
#0248	Tyranitar	3 Atk	Sand Stream
#017	Pidgeotto	2 Spd	Keen Eye
#059	Arcanine	2 Atk	Intimidate

GymLeaders

gymleaderno*	gymleadername	cityname	typename
1	Brock	Pewter City	Rock
8	Blaine	Cinnabar Island	Fire
9	Falkner	Violet Gym	Flying

Screenshots (3):

Home Screen:

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Click on the different databases to view and change them

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Cities

cityname	attractions
Eterna City	The Cycle Shop
Lavaridge Town	Hot Springs
Pewter City	Pewter Museum of Science

Add new cities here

To add a city, enter their information below and click "Submit".

Add a City

City Name [_____] Attractions [_____]

[Add a City]

Update cities here

To update a city, enter their information below and click "Submit".

Update a City

Old City Name [_____ ∨] New City Name [_____] New Attractions
[_____]

[Update a City]

Delete cities here

To delete a city, enter their information below and click "Submit".

Delete a City

City Name [_____ ∨] [Delete a City]

Add new cities here

To add a city, enter their information below and click "Submit".

//where we can add error handling js

Add a City

City Name [New Place] Attractions [New Place]

[Add a City]

Pokemon Database

Browse Cities

cityname	attractions
Eterna City	The Cycle Shop
Lavaridge Town	Hot Springs
New Place	New Place
Pewter City	Pewter Museum of Science

Add new cities here

To add a city, enter their information below and click "Submit".

//where we can add error handling js

Add a City

City Name [_____] Attractions [_____]

[Add a City]

Pokemon Cities Update Page:

Update cities here

To update a city, enter their information below and click "Submit".

//where we can add error handling js

Update a City

Old City Name [New Place ▼] New City Name [New New Place] New Attractions [Newer Place]

[Update a City]

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Cities

cityname	attractions
Eterna City	The Cycle Shop
Lavaridge Town	Hot Springs
New New Place	Newer Place
Pewter City	Pewter Museum of Science

Pokemon Cities Delete Page:

Delete cities here

To delete a city, enter their information below and click "Submit".

//where we can add error handling js

Delete a City

City Name [New New Place ▾] [Delete a City]

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Cities

cityname	attractions
Eterna City	The Cycle Shop
Lavaridge Town	Hot Springs
Pewter City	Pewter Museum of Science

Pokemon Read Page:

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Pokemon

pokedex_num	pokname	ev_yield	ability	types	generation
17	Pidgeotto	2 Spd	Keen Eye	Normal,Flying	21
25	Pikachu	2 Spd	Static	Electric	1
59	Arcanine	2 Atk	Intimidate	Fire	1
74	Geodude	1 Def	Rock Head	Ground,Rock	1
248	Tyranitar	3 Atk	Sand Stream	Dark,Rock	2
278	Wingull	1 Spd	Keen Eye	Water,Flying	3

Search pokemon here

To search for pokemon, enter their information below and click "Submit" To return to previous screen click on Pokemon Tab in the top of the screen.

//where we can add error handling js
Add a Pokemon

Pokemon Name [_____]

Search Pokemon

Add new pokemon here

To add a pokemon, enter their information below and click "Submit".

//where we can add error handling js
Add a Pokemon

Pokemon Num [_____] Pokemon Name [_____] Evolution Yield [___▾] [___▾] Ability [_____]

Add a Pokemon

Pokemon Search Page:

Search pokemon here

To search for pokemon, enter their information below and click "Submit" To return to previous screen click on Pokemon Tab in the top of the screen.

//where we can add error handling js
Add a Pokemon

Pokemon Name [Wingull_____]

Search Pokemon

Browse Pokemon

pokedex_num	pokname	ev_yield	ability	types	generation
278	Wingull	1 Spd	Keen Eye	Water,Flying	3

Search pokemon here

To search for pokemon, enter their information below and click "Submit" To return to previous screen click on Pokemon Tab in the top of the screen.

//where we can add error handling js
Add a Pokemon

Pokemon Name [_____]

Search Pokemon

Pokemon Add Page:

Add new pokemon here

To add a pokemon, enter their information below and click "Submit".

//where we can add error handling js

Add a Pokemon

| Pokemon Num | 45 ⌄ | Pokemon Name | Test | Evolution Yield | 2 ⌄ | Spd ⌄ | Ability | Test |

Add a Pokemon

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Pokemon

pokedex_num	pokname	ev_yield	ability	types	generation
17	Pidgeotto	2 Spd	Keen Eye	Normal,Flying	21
25	Pikachu	2 Spd	Static	Electric	1
45	Test	2 Spd	Test		
59	Arcanine	2 Atk	Intimidate	Fire	1
74	Geodude	1 Def	Rock Head	Ground,Rock	1
248	Tyranitar	3 Atk	Sand Stream	Dark,Rock	2
278	Wingull	1 Spd	Keen Eye	Water,Flying	3

Add pokemon and their type here

To add pokemon and type, enter their information below and click "Submit".

//where we can add error handling js

Add a Pokemon and their Type

| Pokemon Name | Test ⌄ | Type | Electric ⌄ | Generation | 4 ⌄ |

Add a Pokemon Type

Update a pokemon here

pokedex_num	pokname	ev_yield	ability	types	generation
17	Pidgeotto	2 Spd	Keen Eye	Normal,Flying	21
25	Pikachu	2 Spd	Static	Electric	1
45	Test	2 Spd	Test	Electric	4
59	Arcanine	2 Atk	Intimidate	Fire	1
74	Geodude	1 Def	Rock Head	Ground,Rock	1
248	Tyranitar	3 Atk	Sand Stream	Dark,Rock	2
278	Wingull	1 Spd	Keen Eye	Water,Flying	3

Pokemon Update Page:

Update a pokemon here

To update a pokemon, enter their information below and click "Submit".

//where we can add error handling js

update a Pokemon

Pokemon Name [Test ▾] New Pokemon Name [New Test] New Evolution Yield [2 ▾] [Def ▾] New Ability [New Abs]

[Update a Pokemon]

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Pokemon

pokedex_num	pokname	ev_yield	ability	types	generation
17	Pidgeotto	2 Spd	Keen Eye	Normal,Flying	21
25	Pikachu	2 Spd	Static	Electric	1
45	New Test	2 Def	New Abs	Electric	4
59	Arcanine	2 Atk	Intimidate	Fire	1
74	Geodude	1 Def	Rock Head	Ground,Rock	1
248	Tyranitar	3 Atk	Sand Stream	Dark,Rock	2
278	Wingull	1 Spd	Keen Eye	Water,Flying	3

Update pokemon and their type here

To update pokemon and type, enter their information below and click "Submit".

//where we can add error handling js

Update a Pokemon and their Type

Pokemon Name [New Test ∨] New Type [Water ∨] New Generation [3 ∨]

[Update a Pokemon Type]

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Pokemon

pokedex_num	pokname	ev_yield	ability	types	generation
17	Pidgeotto	2 Spd	Keen Eye	Normal,Flying	21
25	Pikachu	2 Spd	Static	Electric	1
45	New Test	2 Def	New Abs	Water	3
59	Arcanine	2 Atk	Intimidate	Fire	1
74	Geodude	1 Def	Rock Head	Ground,Rock	1
248	Tyranitar	3 Atk	Sand Stream	Dark,Rock	2
278	Wingull	1 Spd	Keen Eye	Water,Flying	3

Pokemon Delete Page:

Delete a pokemon here

To delete a pokemon, enter their information below and click "Submit".

//where we can add error handling js

Delete a Pokemon

Pokemon Name [New Test ∨]

[Delete a Pokemon]

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Pokemon

pokedex_num	pokname	ev_yield	ability	types	generation
17	Pidgeotto	2 Spd	Keen Eye	Normal,Flying	21
25	Pikachu	2 Spd	Static	Electric	1
59	Arcanine	2 Atk	Intimidate	Fire	1
74	Geodude	1 Def	Rock Head	Ground,Rock	1
248	Tyranitar	3 Atk	Sand Stream	Dark,Rock	2
278	Wingull	1 Spd	Keen Eye	Water,Flying	3

Gym Leaders Read Page:

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Gym Leaders

gymleaderno	gymleadername	cityname	typename
1	Brock	Pewter City	Rock
8	Blaine	Cinnabar Island	Fire
9	Falkner	Violet Gym	Flying

gymleaderno	gymleadername	pokedex_num	pokname	levelcap
1	Brock	74	Geodude	14
8	Blaine	59	Arcanine	47
9	Falkner	17	Pidgeotto	13

Add new Gym Leaders here

To add a Gym Leader enter their information below and click "Submit".

//where we can add error handling js
Add a Gym Leader

| Gym Leader Name [   ] City Name [   ] Type [▼] |

[Add a Gym Leader]

Update a Gym Leaders here

To update a Gym Leader enter their information below and click "Submit".

//where we can add error handling js
Update a Gym Leader

| Gym Leader Name [▼] New City Name [   ] New Type [▼] |

[Update a Gym Leader]

Add new Gym Leaders here

To add a Gym Leader enter their information below and click "Submit".

//where we can add error handling js

Add a Gym Leader

Gym Leader Name	New Guy	City Name	New City	Type	Water ▾

Add a Gym Leader

Browse Gym Leaders

gymleaderno	gymleadername	cityname	typename
1	Brock	Pewter City	Rock
8	Blaine	Cinnabar Island	Fire
9	Falkner	Violet Gym	Flying
10	New Guy	New City	Water

gymleaderno	gymleadername	pokedex_num	pokname	levelcap
1	Brock	74	Geodude	14
8	Blaine	59	Arcanine	47
9	Falkner	17	Pidgeotto	13

Add new Gym Leaders here

Add new Gym Leader's Pokemon here

To add a Gym Leader's Pokemon, enter their information below and click "Submit".

Add a Gym Leader's Pokemon

Pokemon Name	Wingull ▾	Gym Leader Name	New Guy ▾	Level Cap
45				

Add a Gym Leader's Pokemon

Pokemon Database

Browse Gym Leaders

gymleaderno	gymleadername	cityname	typename
1	Brock	Pewter City	Rock
8	Blaine	Cinnabar Island	Fire
9	Falkner	Violet Gym	Flying
10	New Guy	New City	Water

gymleaderno	gymleadername	pokedex_num	pokname	levelcap
1	Brock	74	Geodude	14
8	Blaine	59	Arcanine	47
9	Falkner	17	Pidgeotto	13
10	New Guy	278	Wingull	45

Gym Leaders Update Page:

Update a Gym Leaders here

To update a Gym Leader enter their information below and click "Submit".

//where we can add error handling js

Update a Gym Leader

Gym Leader Name [New Guy ▾] New City Name [New Town] New Type [Fire ▾]

[Update a Gym Leader]

Pokemon Database

Browse Gym Leaders

gymleaderno	gymleadername	cityname	typename
1	Brock	Pewter City	Rock
8	Blaine	Cinnabar Island	Fire
9	Falkner	Violet Gym	Flying
10	New Guy	New Town	Fire

gymleaderno	gymleadername	pokedex_num	pokname	levelcap
1	Brock	74	Geodude	14
8	Blaine	59	Arcanine	47
9	Falkner	17	Pidgeotto	13
10	New Guy	278	Wingull	45

Add new Gym Leaders here

Update a Gym Leader's Pokemon here

To update a Gym Leader's Pokemon, enter their information below and click "Submit".

Update a Gym Leader's Pokemon

Gym Leader Name [New Guy ∨] Old Pokemon Name [Wingull ∨] New Pokemon Name [Arcanine ∨] New Level Cap [55 ⇕]

[Update a Gym Leader's Pokemon]

Pokemon Database

Browse Gym Leaders

gymleaderno	gymleadername	cityname	typename
1	Brock	Pewter City	Rock
8	Blaine	Cinnabar Island	Fire
9	Falkner	Violet Gym	Flying
10	New Guy	New Town	Fire

gymleaderno	gymleadername	pokedex_num	pokname	levelcap
1	Brock	74	Geodude	14
8	Blaine	59	Arcanine	47
9	Falkner	17	Pidgeotto	13
10	New Guy	59	Arcanine	55

Gym Leaders Delete Page:

Delete a Gym Leader's Pokemon here

To add a Gym Leader's Pokemon, enter their information below and click "Submit".

Delete a Gym Leader's Pokemon

Gym Leader Name [New Guy ⌄] Pokemon Name [Arcanine ⌄]

[Delete a Gym Leader's Pokemon]

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Gym Leaders

gymleaderno	gymleadername	cityname	typename
1	Brock	Pewter City	Rock
8	Blaine	Cinnabar Island	Fire
9	Falkner	Violet Gym	Flying
10	New Guy	New Town	Fire

gymleaderno	gymleadername	pokedex_num	pokname	levelcap
1	Brock	74	Geodude	14
8	Blaine	59	Arcanine	47
9	Falkner	17	Pidgeotto	13

Delete a Gym Leaders here

To delete a Gym Leader enter their information below and click "Submit".

//where we can add error handling js

Delete a Gym Leader

Gym Leader Name [New Guy ▼]

[Delete a Gym Leader]

Types Read Page:

Pokemon Database

Browse Gym Leader Pokemon

typename	color	description
Dark	Black	Super-effective against Ghost- and Psychic-type pokemon, while Dark-type Pokemon are weak to Bug-, Fairy-, and Fighting-type moves
Electric	Yellow	Super-effective against Flying- and Water-type pokemon, while Electric-type pokemon are weak to Ground-type moves
Fire	Red	Fire-type moves are super-effective against Bug, Grass, Ice, and Steel-type pokemon while Fire-type pokemon are weak to ground, roc, and water type moves.
Flying	Light Blue	Super-effective against Bug-, Fighting-, and Grass-type pokemon, while Flying-type pokemon are weak to Electric-, Ice-, and Rock-type moves
Grass	Green	Super-effective against Ground, Rock, and Water type pokemon while grass-type pokemon are weak to Bug, Fire, Flying, Ice, and Poison-type moves
Ground	Light Brown	Super-effective against Electric-, Fire-, Poison-, Rock-, and Steel-type pokemon, while Ground-type Pok?mon are weak to Grass-, Ice-, and Water-type moves
Normal	Light Grey	Not super-effective against any pokemon, but Normal-type pokemon are weak to Fighting-type pokemon
Rock	Brass	Super-effective against Bug, Fire, Flying, and Ice-Type Pokemon while they are weak to fighting, grass, ground, steel, and water type moves
Water	Blue	Super-effective against Fire-Ground, and Rock-type pokemon while Water-type Pokemon are weak to Electric and Grass-type moves

Add new types here

To add a type, enter their information below and click "Submit".

//where we can add error handling js

Add a Type

| Type Name | [_____] | Color | [_____] | Description | [_____] |

[Add a Type]

Update types here

To update a type, enter their information below and click "Submit".

//where we can add error handling js

Update a Type

Types Add Page:

Add new types here

To add a type, enter their information below and click "Submit".

//where we can add error handling js

Add a Type

| Type Name | New Type | Color | Brown | Description | Different |

[Add a Type]

Pokemon Database

Browse Gym Leader Pokemon

typename	color	description
Dark	Black	Super-effective against Ghost- and Psychic-type pokemon, while Dark-type Pokemon are weak to Bug-, Fairy-, and Fighting-type moves
Electric	Yellow	Super-effective against Flying- and Water-type pokemon, while Electric-type pokemon are weak to Ground-type moves
Fire	Red	Fire-type moves are super-effective against Bug, Grass, Ice, and Steel-type pokemon while Fire-type pokemon are weak to ground, roc, and water type moves.
Flying	Light Blue	Super-effective against Bug-, Fighting-, and Grass-type pokemon, while Flying-type pokemon are weak to Electric-, Ice-, and Rock-type moves
Grass	Green	Super-effective against Ground, Rock, and Water type pokemon while grass-type pokemon are weak to Bug, Fire, Flying, Ice, and Poison-type moves
Ground	Light Brown	Super-effective against Electric-, Fire-, Poison-, Rock-, and Steel-type pokemon, while Ground-type Pok?mon are weak to Grass-, Ice-, and Water-type moves
New Type	Brown	Different
Normal	Light Grey	Not super-effective against any pokemon, but Normal-type pokemon are weak to Fighting-type pokemon
Rock	Brass	Super-effective against Bug, Fire, Flying, and Ice-Type Pokemon while they are weak to fighting, grass, ground, steel, and water type moves
Water	Blue	Super-effective against Fire-Ground, and Rock-type pokemon while Water-type Pokemon are weak to Electric and Grass-type moves

Types Update Page:

Update types here

To update a type, enter their information below and click "Submit".

//where we can add error handling js

Update a Type

Type [New Type ▾] New Color [Blacker Black] New Description [More DIfferent]

[Update a Type]

Browse Gym Leader Pokemon

typename	color	description
Dark	Black	Super-effective against Ghost- and Psychic-type pokemon, while Dark-type Pokemon are weak to Bug-, Fairy-, and Fighting-type moves
Electric	Yellow	Super-effective against Flying- and Water-type pokemon, while Electric-type pokemon are weak to Ground-type moves
Fire	Red	Fire-type moves are super-effective against Bug, Grass, Ice, and Steel-type pokemon while Fire-type pokemon are weak to ground, roc, and water type moves.
Flying	Light Blue	Super-effective against Bug-, Fighting-, and Grass-type pokemon, while Flying-type pokemon are weak to Electric-, Ice-, and Rock-type moves
Grass	Green	Super-effective against Ground, Rock, and Water type pokemon while grass-type pokemon are weak to Bug, Fire, Flying, Ice, and Poison-type moves
Ground	Light Brown	Super-effective against Electric-, Fire-, Poison-, Rock-, and Steel-type pokemon, while Ground-type Pok?mon are weak to Grass-, Ice-, and Water-type moves
New Type	Blacker Black	More DIfferent
Normal	Light Grey	Not super-effective against any pokemon, but Normal-type pokemon are weak to Fighting-type pokemon
Rock	Brass	Super-effective against Bug, Fire, Flying, and Ice-Type Pokemon while they are weak to fighting, grass, ground, steel, and water type moves
Water	Blue	Super-effective against Fire-Ground, and Rock-type pokemon while Water-type Pokemon are weak to Electric and Grass-type moves

Add new types here

Types Delete Page:

Delete types here

To delete a type, enter their information below and click "Submit".

//where we can add error handling js

Delete a Type

Delete Type [New Type ▾]

[Delete a Type]

Pokemon Database

[Home | Pokemon Cities | Pokemon | Gym Leaders | Types]

Browse Gym Leader Pokemon

typename	color	description
Dark	Black	Super-effective against Ghost- and Psychic-type pokemon, while Dark-type Pokemon are weak to Bug-, Fairy-, and Fighting-type moves
Electric	Yellow	Super-effective against Flying- and Water-type pokemon, while Electric-type pokemon are weak to Ground-type moves
Fire	Red	Fire-type moves are super-effective against Bug, Grass, Ice, and Steel-type pokemon while Fire-type pokemon are weak to ground, roc, and water type moves.
Flying	Light Blue	Super-effective against Bug-, Fighting-, and Grass-type pokemon, while Flying-type pokemon are weak to Electric-, Ice-, and Rock-type moves
Grass	Green	Super-effective against Ground, Rock, and Water type pokemon while grass-type pokemon are weak to Bug, Fire, Flying, Ice, and Poison-type moves
Ground	Light Brown	Super-effective against Electric-, Fire-, Poison-, Rock-, and Steel-type pokemon, while Ground-type Pok?mon are weak to Grass-, Ice-, and Water-type moves
Normal	Light Grey	Not super-effective against any pokemon, but Normal-type pokemon are weak to Fighting-type pokemon
Rock	Brass	Super-effective against Bug, Fire, Flying, and Ice-Type Pokemon while they are weak to fighting, grass, ground, steel, and water type moves
Water	Blue	Super-effective against Fire-Ground, and Rock-type pokemon while Water-type Pokemon are weak to Electric and Grass-type moves