



# Pokemon Battle Analysis

DATA1030 Midterm Presentation

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<https://github.com/taemin-huh/data1030-project/>

# Introduction

- Target variable: **Win Rate** (regression problem)
- 12 features: **pkmn** dataset (800 Pokemon info datapoints – Kaggle)
  - **ID**: Pokedex Number, Pokemon Name
  - **Type**: Type 1, Type 2
  - **6 stats**: HP, Attack, Defense, Sp. Atk, Sp. Def, Speed
  - **Class**: Generation, Legendary
- 3 features: **battle** dataset (50,000 Pokemon battle datapoints – Kaggle)
  - First Pokemon, Second Pokemon, Winner



# Feature Engineering

15 features total (excl. target variable)

Pokedex No	Name	Type 1	Type 2	HP	Attack	Defense	Sp. Atk	Sp. Def	Speed	Generation	Legendary	First_pokemon	Second_pokemon	Total Battle Count	Win Rate
1	Bulbasaur	Grass	Poison	45	49	49	65	65	45	1	False	37	37	133	0.278195
2	Ivysaur	Grass	Poison	60	62	63	80	80	60	1	False	46	46	121	0.380165
3	Venusaur	Grass	Poison	80	82	83	100	100	80	1	False	89	89	132	0.674242
4	Mega Venusaur	Grass	Poison	80	100	123	122	120	80	1	False	70	70	125	0.560000
5	Charmander	Fire	NaN	39	52	43	60	50	65	1	False	55	55	112	0.491071
...	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...

  Original columns from **pkmn** dataset   Feature engineered from **battle** dataset

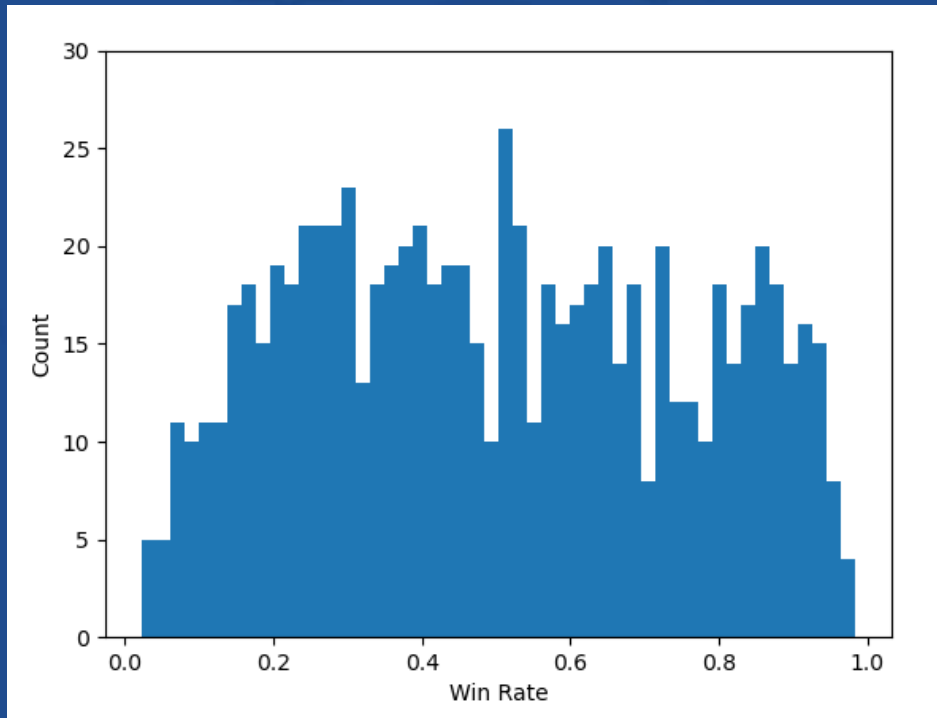


# Exploratory Data Analysis



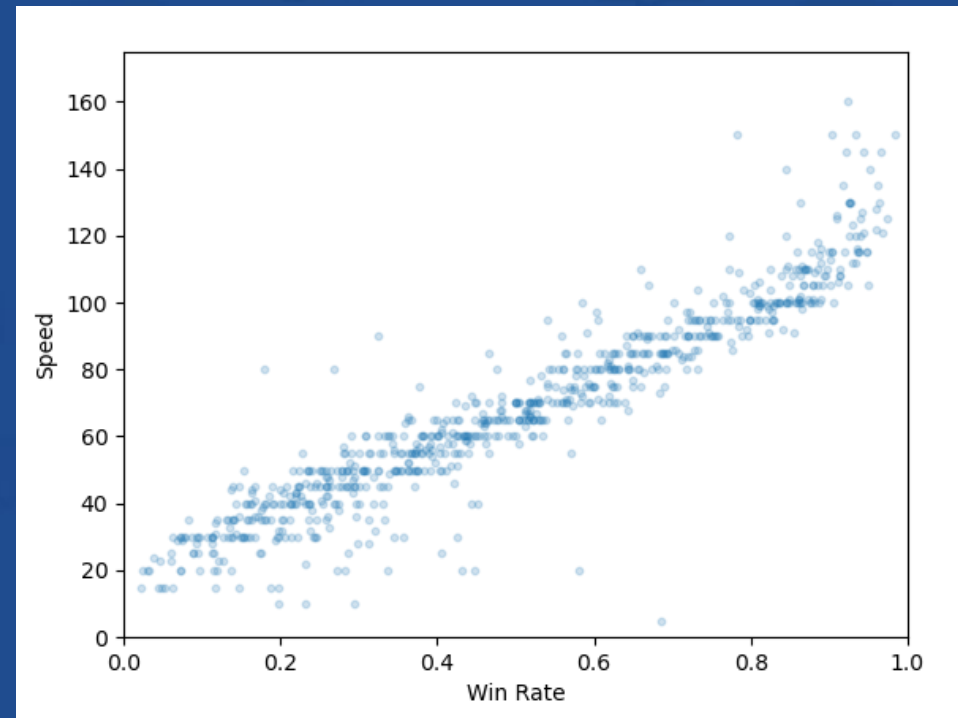
# Observations

Histogram: Win Rate Distribution



*Symmetrical distribution*

Scatter Plot: Speed vs. Win Rate

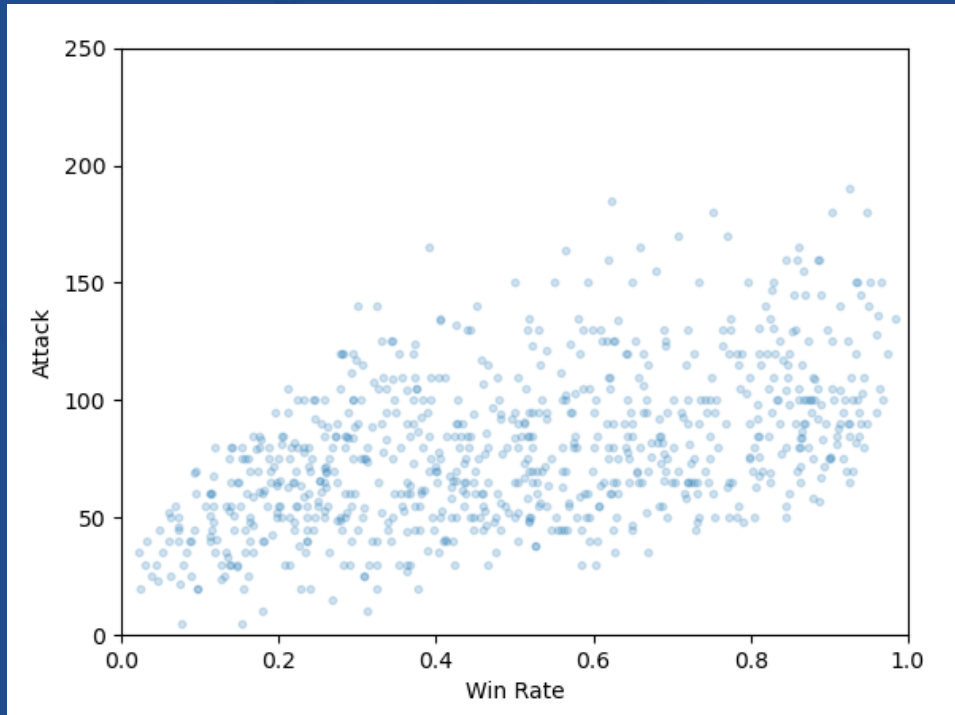


*Strong correlation (~0.94)*

POKÉMON

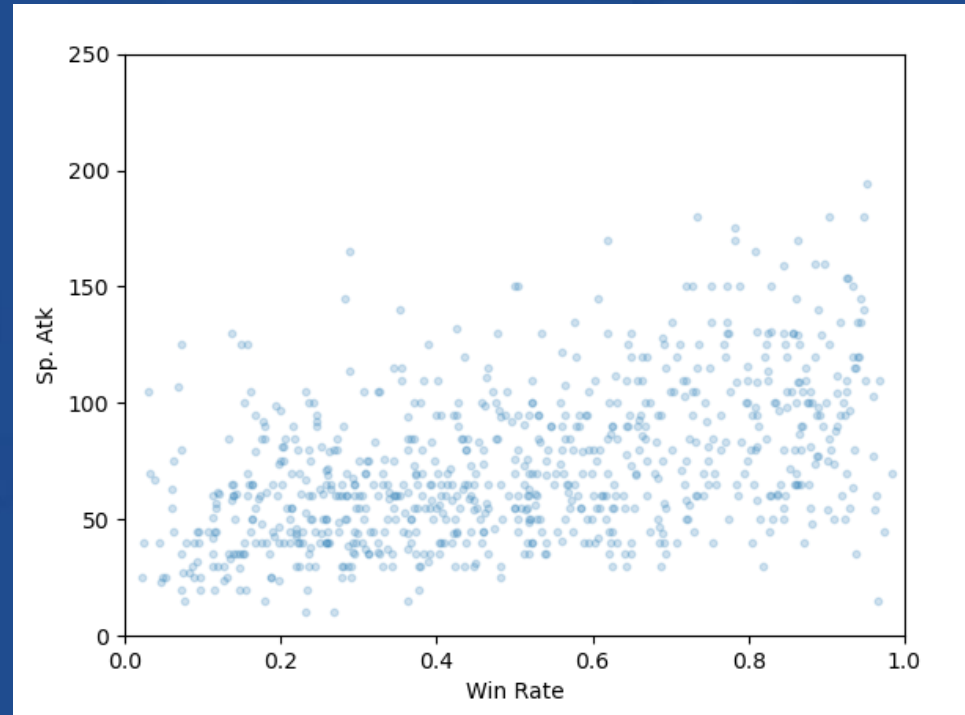
# Observations (Cont.)

Scatter Plot: Attack vs. Win Rate



*Some correlation (~0.50)*

Scatter Plot: Sp. Atk vs. Win Rate



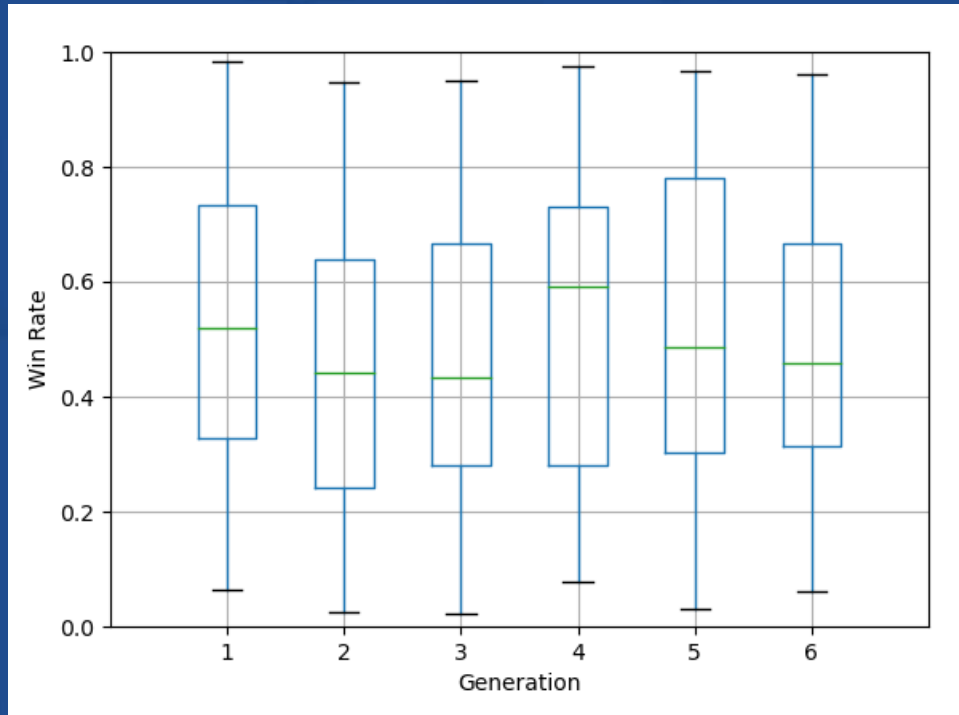
*Some correlation (~0.48)*





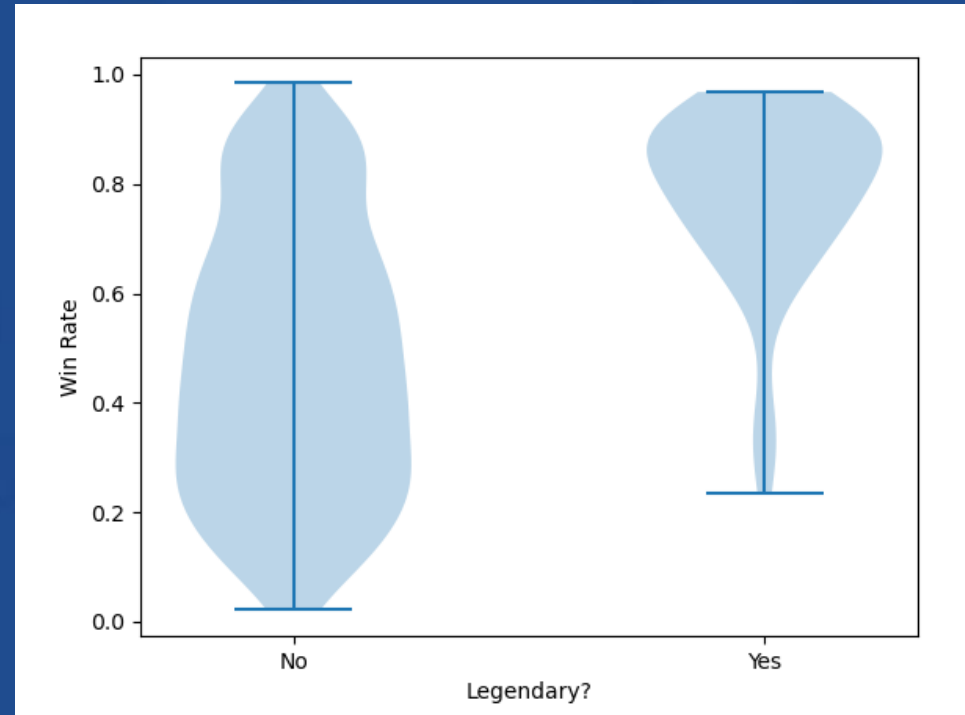
# Observations (Cont.)

Box Plot: Win Rate by Generation



*No power inflation over generations*

Violin Plot: Win Rate of Legendary vs. Not



*Some correlation*



Pre-processing





# Pre-Processing

- **Basic split** (IID, large # of datapoints)
  - 60%/20%/20% for train/test/split
- Pre-processors
  - **OneHotEncoder**: Type1 (18), Type2 (19), Generation (6), Legendary (2)
  - **MinMaxScaler**: HP, Attack, Defense, Sp. Atk, Sp. Def, Speed (0–255 each)
- **51** features after pre-processing (15–5+17+18+5+1)
- Missing values: **Name** (1), **Type 2** (386), **Win Rate** (17)

```
X_train shape: (469, 15)  
X_train_prep shape: (469, 51)
```



Thank You

