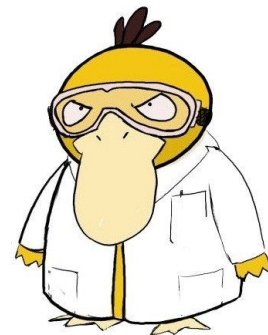




# Trabalho Final Pokédex

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THIS LOOKS  
LIKE A JOB



FOR PSYENCE



# Tema do Trabalho

A Pokédex contém todas as informações sobre os Pokemons existentes no universo Pokémon, como golpes e habilidades. Além disso, existem diversas regiões onde os Pokémon podem ser encontrados, sendo que cada uma delas está relacionada a uma geração da série principal de jogos.

Com isso, o banco de dados proposto engloba todas as informações relacionadas aos Pokémon e o mundo à sua volta, promovendo, ainda, uma interface com o usuário.

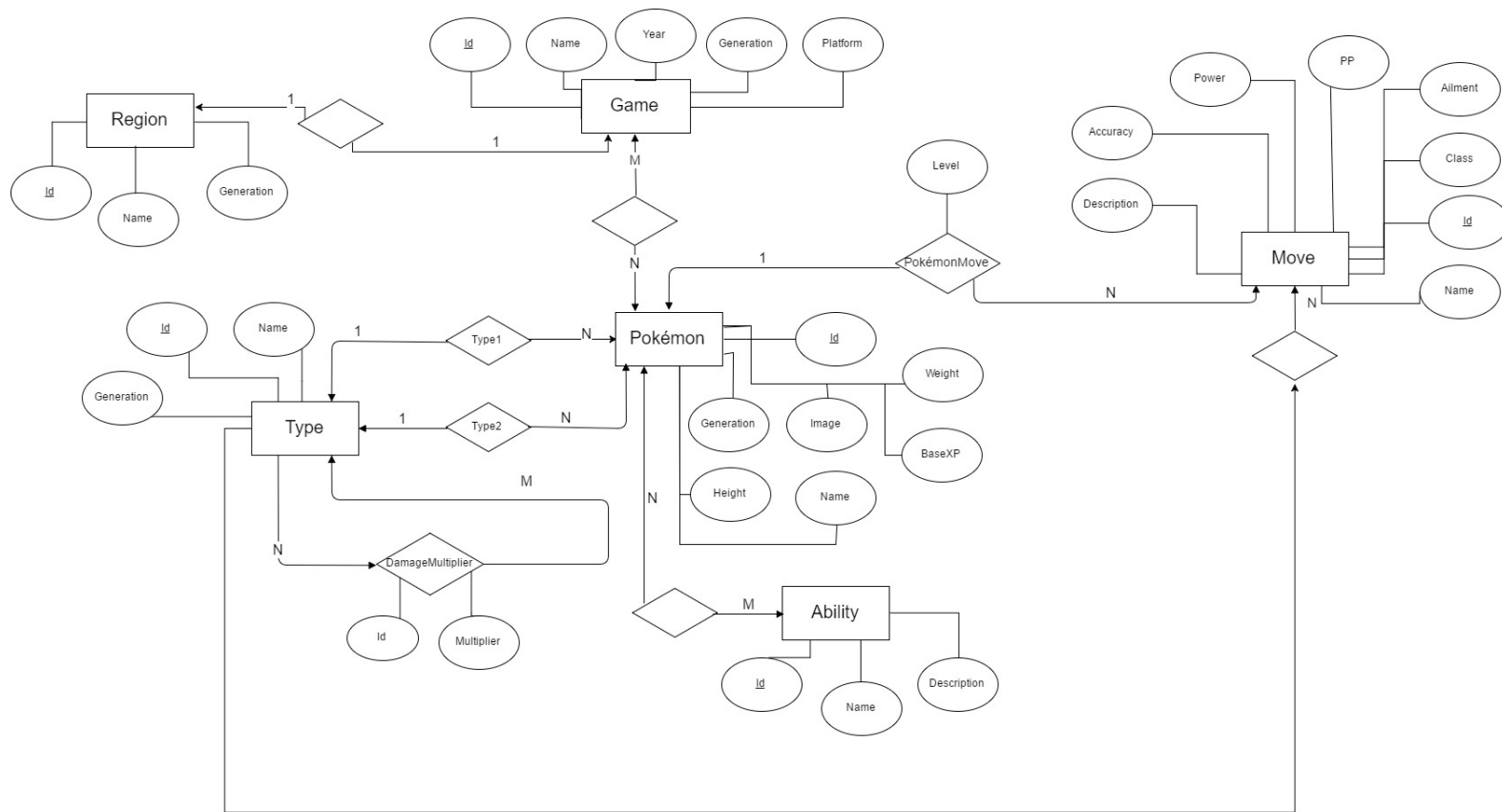


# Modelagem

## **Entidades :**

Pokemon, DamageMultiplier, Type, Move, PokemonMove, Region, Game,  
PokemonGame, Ability

# Esquema ER





# Criação da Database SQL

Exemplo de tabela criada:

```
CREATE DATABASE IF NOT EXISTS
pokedex;

CREATE TABLE IF NOT EXISTS
pokemon (
    id int NOT NULL,
    weight float NOT NULL,
    height float NOT NULL,
    name varchar(255) NOT NULL,
    baseXP float NOT NULL,
    image LONGBLOB,
    generation int NOT NULL,
    type1Id int NOT NULL,
    type2Id int,
    PRIMARY KEY (id)
);
```



# Consultas SQL

Foram realizadas consultas SQL na base de dados estruturada, visando a busca de informações relevantes e consultas similares às que jogadores reais fariam;

Para tais consultas, fez-se uso de grande parte das funcionalidades SQL vistas em sala de aula, tentando utilizar de todo o conhecimento adquirido ao longo da disciplina;



# Consultas Relevantes





Tabela de golpes de um determinado Pokemon (selecionado pelo Id, 63 por exemplo), incluindo o level em que aprende cada habilidade e o tipo do golpe

```
SELECT move.*, pokemonMove.level, pokeType.name AS type FROM    pokemon JOIN pokemonMove
ON pokemon.id = pokemonMove.pokeId JOIN move ON pokemonMove.moveId = move.id JOIN
pokeType ON move.typeId = pokeType.id WHERE pokemon.id = 63 ORDER BY pokemonMove.level;
```

id	typeId	name	class	power	accuracy	pp	ailment	description	level	type
271	14	trick	status	0	100	10	none	User and target swap items.	0	psychic
356	14	gravity	status	0	0	5	none	Disables moves and immunities that...	0	psychic
351	13	shock-wave	special	60	0	20	none	Never misses.	0	electric
347	14	calm-mind	status	0	0	20	none	Raises the user's Special Attack an...	0	psychic
324	7	signal-beam	special	75	100	15	confusion	Has a \$effect_chance% chance to c...	0	bug
290	1	secret-power	physical	70	100	20	none	Has a \$effect_chance% chance to i...	0	normal
289	17	snatch	status	0	0	10	none	Steals the target's move, if it's self-t...	0	dark
285	14	skill-swap	status	0	0	10	none	User and target swap abilities.	0	psychic
282	17	knock-off	physical	65	100	20	none	Target drops its held item.	0	dark





## Move mais comum em um determinado jogo

```
SELECT M.id AS moveId, M.name AS moveName, G.name AS game, COUNT(M.id) AS quantity FROM
pokemon P JOIN pokemonMove PM ON P.Id = PM.pokeld JOIN move M ON PM.moveId = M.Id JOIN
gameHasPokemon GHP ON PM.pokeld = GHP.pokeld JOIN game G ON GHP.gameId = G.Id WHERE
G.id = 1 GROUP BY M.id ORDER BY quantity DESC LIMIT 1;
```

moveId	moveName	game	quantity
173	snore	red and blue	146



## Tabela de habilidades do grupo de Pokemon capazes de utilizar o golpe Karate Chop (id = 2)

```
SELECT A.* FROM pokemon P JOIN pokemonMove PM ON P.Id = PM.pokeld JOIN move M ON PM.moveld = M.Id JOIN pokemonHasAbility PHA ON P.id = PHA.pokeld JOIN ability A ON PHA.abilityId = A.id WHERE M.id = 2 GROUP BY A.id ORDER BY A.id;
```

id	name	description
5	sturdy	Prevents being KOed from full HP, leaving 1 HP instead. Protects against the one-hit KO moves regardless of HP.
7	limber	Prevents paralysis.
9	static	Has a 30% chance of paralyzing attacking Pokémon on contact.
39	inner-focus	Prevents flinching.
49	flame-body	Has a 30% chance of burning attacking Pokémon on contact.
62	guts	Increases Attack to 1.5× with a major status ailment.
72	vital-spirit	Prevents sleep.
80	steadfast	Raises Speed one stage upon flinching.
83	anger-point	Raises Attack to the maximum of six stages upon receiving a critical hit.
84	unburden	Doubles Speed upon using or losing a held item.