Expanding the Data for Generating Pokemon

The generator will never be better than the data is has to pull from. You can expand the data available by going into the data folder and editing abilities.csv, attacks.csv, and pokemon.csv. All of these files can be opened with any spreadsheet editor (preferred) or text editor (harder to work with). Keep in mind the following guidelines while doing so:

General Guidelines:

1. When opening with a spreadsheet editor, you will be greeted with an options window and a preview pane. In general, if the preview pane looks good, it should be set appropriately. Here are the most important settings to check.

   A) From row is set to 1

   B) Seperator Options is set to Separated by Comma (and nothing else)

2. DO NOT CHANGE THE FIRST ROW. Any edits to the first row will break everything

3. NEVER USE A COMMA IN ANY ENTRY. Extra commas will break your entry. If you would normally place a comma, put a semicolon instead. If you are using a spreadsheet editor, you should be able to use the Find command to double check that there are no commas in any cell before saving your edits.

4. BE VERY PRECISE IN WHAT YOU TYPE. A single typo can break an entry. Improper capitalization, an abbreviation, or even an unecessary space character is also typo. The specific guidelines will tell you what areas must be exact. Other entries are resistant to mistakes.

5. DO NOT LEAVE COLUMNS BLANK. If the column is not applicable, write a single dash – (the key between 0 and +).

6. If using a spreadsheet editor, you may find it useful to freeze the first row then use the editor's sorting options to reorder the data when checking if specific entries already exist.

Guidelines for abilities.csv:

1. Name column is for the name of the pokemon ability. THIS MUST BE EXACT.

2. Exploration column is where you write the non-combat portion of the ability's description

3. Combat column is where you write what effect the ability has during pokemon battles.

Guidelines for attacks.csv:

1. Name column is for the name of the attack. THIS MUST BE EXACT.

2. Type column is for the type of attack (e.g., Bug). Fighting should be written as Fight. THIS MUST BE EXACT

3. Attack type is where you put whether the move is Physical, Special, or Status. Weird things might show up in entries if this isn't exact, but it shouldn't break anything.

4. Accuracy is where you write what stats are rolled for the move's accuracy check.

5. Damage Pool is where you write what is rolled for the move's damage dealt.

6. Added Effect is where you put any other relevant notes about the attack. If it is something you would like to have in front of you in the heat of a pokemon battle, you should write it here.

7. Rank is the expected rank the move should be available to a pokemon of the same type (used for generation of Alter Types). This is a best guess, as different pokemon learn the same move at different ranks, and it is suggested to just find a few example pokemon to use as a guideline for what it should be. Signature moves that shouldn't be available to every pokemon (e.g., Roar of Time) can be given an absurdly high rank to prevent being assigned to an Alter Type.

Guidelines for pokemon.csv:

1. Pokemon is the column for the Pokemon's name. If this entry is for a mega evolution, be sure the name is prefaced with either "Mega " or "Mega-". For example, "Mega Blastoise" and "Mega-Blastoise" are both acceptable, but "MegaBlastoise" is not. THIS MUST BE EXACT.

2. Legendary is where you note the pokemon's legendary status. If it is a legendary pokemon, write "Legendary". If it is a mythical pokemon, write "Mythical". If you think the pokemon is both legendary and mythical, only write "Mythical". THIS MUST BE EXACT.

3. Type 1 and Type 2 are for the pokemon's types. Fighting type should be written as Fight. THIS MUST BE EXACT.

4. Region is where you write which regional variant the pokemon is. Current options are "Alola", "Galar", "Base-Y", and "Base-N". If a pokemon does not have a regional variant, write "Base-N". If it is the base version of a pokemon that does have a regional variant, write "Base-Y". THIS MUST BE EXACT.

5. Rank is the suggested rank of the pokemon as a number. Starter = 0, Beginner = 1, Amateur = 2, Ace = 3, Professional = 4, Master = 5, Champion = 6.

6. HP is the pokemon's base HP.

7. Ability is the pokemon's ability. If the pokemon can have multiple abilities, write a / between each one with no space, (e.g., "Blaze/Limber"). THIS MUST BE EXACT

8. Strength/Dexterity/Vitality/Special/Insight are the pokemon's attributes. The pokemon entry has filled in and empty circles for each stat. You should record the number of filled in circles and the total number of circles with a – between them (the key between 0 and +). For example, if a pokemon has 3 filled in circles for strength and 4 empty circles, the entry should be "3-7". THIS MUST BE EXACT.

9. Moves is where you list all moves the pokemon can learn in the following format:

   (rank of 1st move as number) SPACE (type of 1st move) SPACE (name of 1st move)/(rank of 2nd move as number) SPACE (type of 2nd move) SPACE (name of 2nd move)/…

continue until all moves the pokemon can learn have been listed. If adding, omit the ??? Any Move entry. THIS MUST BE EXACT