

# Codebook for Pokemon data

**id:** A generic id for the Pokémon

**name:** The name of the Pokémon

**type\_1:** Each Pokémon has at least one type representing the kind of Pokémon it is (Water, Bug, Fire, etc.). This is called a primary type.

**type\_2:** Some Pokémon have more than one type. This is known as a secondary type.

**hp:** HP is short for “hit points” and reflect the overall health of each Pokémon.

**attack:** A value representing how powerful a Pokémon is when doing physical attacks.

**defense:** A value representing the defensive capabilities of Pokémon when facing physical attacks.

**sp\_attack:** Pokémon have special moves that they can use for attacks. This is a representation of the power of those attacks.

**sp\_defense:** When Pokémon face special attacks, they use their special defense characteristic. This is a representation of that defense.

**speed:** Value representing how much speed each Pokémon has.

**Generation:** Pokemon generation

**Legendary:** If the Pokémon is legendary or not