**Predicting Pokémon Types**
José Reyes
Benjamin Echarry
Level of interest: 10/10

**Description**
There are currently a little over 1,000 Pokémon and 18 separate types. We want to see if it is possible to accurately categorise the Pokémon based on certain features. There is a lot of variety among the Pokémon, and while we like Pokémon, there are many things we do not know, especially about the new Pokémon. However, we assume that Pokémon of the same type share some characteristics that are not obvious at first glance or to the casual player. While there are many Pokémon with only one type, there are many that have two types, and I imagine it will be harder to correctly identify both.

**Features**
There is a big variety among Pokémon, but we imagine that Pokémon of the same type share similar base stats, but we are expecting there to be outliers due to legendary Pokémon, so we are most likely to exclude them from the dataset. We are curious to see if having a secondary type causes Pokémon to not follow a pattern. The following is an example of the features we would get.

| **HP** | Attack | Defence | Special Attack | Special Defence | Speed | Target: Type(s) |
|---|---|---|---|---|---|---|
| **55** | 75 | 60 | 75 | 60 | 103 | Electric-Flying |

**Data Gathering**
We will gather the data by web scraping sites such as Bulbapedia, which has information on all Pokémon, and the Pokémon API, known as PokeAPI. The Pokémon API has a lot of information, but we are not sure if it is up to date with the most current Pokémon games. It will be necessary to sort out only the relevant information when the API is used. We will try to use all the Pokémon, except for legendary ones, to get the most accurate results possible.

Bulbapedia
https://bulbapedia.bulbagarden.net/wiki/Main_Page

PokeAPI
https://pokeapi.co