ETTH Eidgenössische Technische Hochschule Zürich Swiss Federal Institute of Technology Zurich



Prof. R. Wattenhofer

Finding the best team in Pokemon

Most people are familiar with the turn based battles in Pokemon and the importance of and uncertainty in selecting a team.

The goal of this project is to take data regarding all the Pokemons in a game and use this to find the best team and set of moves. This project is very open and the student can shape which questions are of interest.



Requirements:

Prior experience and a strong interest in data analysis and optimisation is recommended. Creativity and experience with programming are advantageous.

Interested? Please contact us for more details!

Contact

• Andreas Plesner: aplesner@ethz.ch, ETZ G95