* **Hypothesis/research objective:** I want to design a Tool for Pokémon TCG cube analysis in order to streamline the process of designing a cube.
  + **Relevance/importance:** Designing a cube is very taxing and requires significant effort to balance the individual cards within a cube. A tool for analyzing different attributes of the cube would facilitate easier cube design.
  + **Potential uses/applications:** Someone who is designing the cube can use the tool to get information distribution of HP per stage, attack damage per energy and stage, potential power level of effects.
  + **Future investigations:** Using agent based APIs to assess power levels of cards as a whole considering the whole cards informaiton
* **Potential data sources:**
  + Links:
    - API for individual card data - <https://pokemontcg.io/>
      * Python reference: <https://github.com/PokemonTCG/pokemon-tcg-sdk-python>
  + **Preliminary summary stats:** Based on my cube provided, all card information can be obtained from the api
  + **Data quality/completeness:**
* **Intended approach:**
  + **Potential techniques/types of modeling:**
    - Desired information about the cube
      * Distribution of retreat costs
      * Distribution of energy costs
      * Energy cost vs damage by stage excluding non-top evolutions
      * Power level of card by stage (maybe use gemini to assess)
      * Distribution of category of card, mainly for trainers:
        + Consistency (draw/search/pick) OR utility (for trainers)
        + Consistency / Utility / Attacker / Prevolution (for pokemon)
      * Distribution of pokemon types
      * Distribution of card types