Response Summary:

1. Student Information *

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Major	Game Development & Design
Course *(e.g. CGT 270-001)*	CGT 270
Term *(e.g. F2019)*	S2022

2. Email Address *
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3. Visualization Assignment *
- Lab Assignment

Generate

4. Identify appropriate data sources: is the data publicly available? What search methods were used? *

Data source 1	PokemonDB.net (listed on Tableau and links found in data set)
Data source 2	GameFreak (developers of Pokémon games)
Data source 3	Nintendo (parent company of GameFreak/Pokémon Company)

5. Data format: what format is the data in? Structured vs instructed? All text, a combination, multiple sources? Is it primary or secondary data? *
The data is unstructured as it is organized in a spreadsheet. It is secondary data as it is from PokemonDB.net which is a company unaffiliated with the Pokemon Company.

6. Data types: what types of data are in the data? How are they stored? What is the access to the data (API, JSON, txt, csv, etc.)? What structure holds the data (data base, spreadsheet, etc.)? *
The data types featured are integers, floating-point numbers, and strings. The access to the data is through a .xlsx file, which opens into a spreadsheet structure holding all of the data on 4 separate pages.

Evaluate

7. Variables: list the data variables? What are the parameters? Give them names. What are the dependent variables and independent variables? *
Common data variables in this set are Type, Name (Pokémon name, move name, etc.), Attack (power), Speed, # (being the Pokémon's identified number in the 'Pokédex'), etc.
Independent variables are Type, #, Name, etc. while the dependent variables are Attack, Speed, Defense, HP, etc.

8. Audience & Assumptions: list any assumptions you have about the data. Who is your audience? *

The audience of this data set is intended for fans of the series as it can be used for strategic runs through games, Nuzlocke/randomized playthroughs, or just to learn more about Pokémon.
I assume, from sorting by Attack, the strongest Pokémon were created in the few generations while most other Pokémon since then have not been as strong. It can be assumed that the developers did not have as much experience in balancing games as, still, the highest attack Pokémon is from the first generation (first 151 Pokémon). It also appears that some of the weakest attack Pokémon have the highest HP, creating an assumption that the developers treat HP and Attack as inverses.

Generate

9. What real life behavior does the data reflect? Does it show patterns of activity, regularity of events, a timeline, population data, etc? Explain. *

It does not reflect any real life behavior as it does not contain any data from the real world. Trends in Pokémon designs can be identified, however, which can lend insight into how the developers create the Pokémon and how they are influenced.

11. What are the weaknesses of the data source? Is it likely that the source will be available in the future? Is the data complete? What is the quality of the data? Is it specific to your needs for. the current project? Is the data in the format you need? Are there missing data? Explain. *

The data has many links to one particular source (PokemonDB.net) which could eventually lead to broken links if the website goes down. Additionally, without experience with Pokémon games, many of the data points are superfluous and have little meaning.

12. What information is emphasized? What is the central focus of the data? Explain. *

The focus of the data is to provide an easily viewable list of Pokémon and their details. It gives viewers data that can be easily manipulated to create their own conclusions.

13. At what level of granularity is the data provided? Is the data summarized, or do you have access to the raw data? Is the data categorized or is the data in a format that allows you to create your own categories, etc. Explain. *

The data is given in a raw format that does not lend itself to any particular conclusions. Although it is organized, categorizing, charting, and sorting needs to be done to come to any conclusions about the data's trends.

14. What is the scope of the data? What topics can be covered using the data? Is there a time range/frame? Is the data for a specific area/discipline/demographic etc.? Explain. *

The data can be used to identify trends in Pokémon designs. The data is mainly for players of the Pokémon games as strategies can arise from the data as well, allowing for more informed playthroughs.