Response Summary:

1. Student Information *

First Name	Connor
Last Name	Colbert
Major	Game Development & Design
Course *(e.g. CGT 270-001)*	CGT 270
Term *(e.g. F2019)*	SP2022

2. Email Address *
(University Email Address is required.)
colberj@purdue.edu

3. Visualization Assignment *
- Lab Assignment

Understand

4. Parse Data: List each field and its data type. Refer to Fry (page 8-9, 2007) for examples of description of different data types (string, float, character, integer), you can also create user defined types (some combination that uniquely identifies data like the Index type in the Fry 2007 page 9 example) *

Tableau Training Data (Pokémon):
PAGE "Pokemon":
#: integer or float (floats used to indicate different version of same Pokémon)
Name: string
Type: string/enum
HP: integers
Attack: integer
Defense: integer
Special Attack: integer
Special Defense: integer
Speed: integer
PAGE "Moves":
Name: string (hyperlink)
Type: string/enum (hyperlink)
Cat.: string/enum
Power: integer (not all cells have data)
Acc.: integer (not all cells have data)
PP: integer (not all cells have data)
TM: string (not all cells have data)
Effect: string
Prob (%): integer (not all cells have data)
PAGE "Evolution":
Evolving from: string (hyperlink)
Evolving to: string (hyperlink)
Level: integer (not all cells have data)
Condition: boolean/string (not all cells have data)
Evolution Type: string/enum
PAGE "TypeChart":
Attack: string/enum
Defense: string/enum
Effectiveness: string/enum

Multiplier: float

Pokémon GO dataset
PAGE "pkmn-go":
name: string
stamina: integer
atk: integer
def: integer
capture_rate: float
flee_rate: float
spawn_chance: float
primary: string/enum
secondary: string/enum (not all cells have data)
cp: integer
url: string (link to image)

The Complete Pokémon Dataset
PAGE "pokemon":
abilities: string/enum (array)
against_bug: float
against_dark: float
against_dragon: float
against_electric: float
against_fairy: float
against_fight: float
against_fire: float
against_flying: float
against_ghost: float
against_grass: float
against_ground: float
against_ice: float
against_normal: float
against_poison: float
against_psychic: float
against_rock: float
against_steel: float
against_water: float
attack: integer
base_egg_steps: integer
base_happiness: integer
base_total: integer
capture_rate: integer
classification: string/enum
defense: integer
experience_growth: integer
height_m: float
hp: integer
japanese_name: string
name: string
percentage_male: float
pokedex_number: integer
sp_attack: integer
sp_defense: integer
speed: integer
type1: string/enum
type2: string/enum (not all cells have data)
weight_kg: float (not all cells have data)
generation: integer
is_legendary: boolean/bit

5. Assumptions: List any assumptions you are making about the data and/or the visualization challenge (aka the project) *

I believe that the visualization challenge will be about trying to compare the differing data sources and drawing conclusions from the data via charts and comparisons. These conclusions will require understanding the differences in the data.