Questions:

* Is Pokemon Power Creep a real thing in Pokemon?
  + Is there an increase in the number of “good to great” types per generation?
    - Do average stats of each type reflect this sentiment (of good-great types)
  + Does Pokemon power creep relate to abilities introduced?
    - More specifically, are the abilities introduced more quality than quantity?
  + Is the average base power of moves or average accuracy affected by power creep?
    - More specifically, are moves introduced more quality than quantity?
  + Does the max base stats of Pokemon increase as the generations go on?

1. Introduction Overview of the question
   * Describe the research question, and how you will try and find the answer to it
   * Explain some important terms that people might not know of
2. Data and modeling approach
   * What data did I use (and what API did I use more specifically and give credit) to address the question
3. Data cleaning
4. Results
   * Put all of your tables/graphs here and your analysis on all the tables and graphs
5. Further research
   * Anything I can do to further research this topic
6. Conclusion
7. What did you learn from the analysis

**Data Analysis**

* Most common typing’s per generation:
  + Rank the types based off offensive and defensive capabilities
  + S – Best typings
  + A– Good typings
  + B – Average
  + C – Below Average
  + D – Horrible

TO DO:

* Most Common Typing’s per generation
  + Rank typings + reasoning why they are ranked in the way they are
  + Then look at the most common typings per generation, and outline the top 5 most common types per generation and see how they fair against the rank typings
* Abilities per generation
  + Having the most abilities in generation 3 makes sense because that was the first generation to have abilities
  + But up until generation 5, I think that abilities have been relatively balanced
  + For example, Huge power and pure power seem like really strong abilities [explain what they both do], but they are balanced around being given to Pokemon with giving it to Poekmon with low base stat in attack
    - Medicham has 60 base attack, so it turns into 120 base with pure power
    - Huge power is given to Azumarill (no megas), which has 50 base attack, so it turns into 100 with huge power, also given to Diggersby which has a base 56 attack, which 112 with pure power
    - In gen 6, these 2 moves were given to Mega Medicham and mega mawile, which medicham-m has 100 base attack, so it turns into base 200 base attack with pure power, and mawile has base 105 attack, and it turns into base 210 with huge power
    - To put how insane these stats are, the top 5 highest attack Pokemon are Mega Mewtwo-X (190), Heracross-mega (185), Kartana (181), Deoxys (180), Groudon-Primal (180)
    - Something that
  + In generation 3, Pokemon introduced speed boost, which is balanced around weak Pokemon having this ability. Up until generation 5, Pokemon with bad typings got the ability – Ninjask, Yanmega, Sharpedo, Scolipede
    - Then in generation 6, it was introduced to Blaziken and his mega which this Pokemon was so strong that it got instantly sent to ubers
    - Espathra, the newest Pokemon in gen 9 was also instantly sent to ubers with the speed boost ability
    - The other 4 Pokemon that were listed were never sent to ubers
  + In generation 8, something never seen before was released. A pokemon’s ability that can hit through protect (urshifu with unseen fist).
  + In generation 9, very notable abilities that were introduced that changed the game was the ruiniation abilities (Vessel of ruin, tablets of ruin, swords of ruin, and beads of ruin) which reduces a Pokemon stat (depending on ability) except itself by 25%
  + In generation 8, one of the most broken Pokemon with the most broken ability was introduced, Zacian crowned. In generation 8, Zacian-crowned had a base attack of 170 AND it had an attack that increases 50% of the original stat (<https://bulbapedia.bulbagarden.net/wiki/Stat#Stages>)
  + In generation 9, zero to hero was introduced, a move that increases a Pokemon’s stats by 193 by just switching out once
* Average BST per generation & Moves introduced per generation
  + There is no correlation between powerscaling average BST per generation
  + Makes sense because there are equally weak moves and strong moves in each generation, even if there are less
  + Also unlike stats, Gamefreak has generally kept strong moves around 80-150 range, with some moves going outside of that range
  + Rarely do moves go outside of this range, however there are exceptions like Victinis signature move, V-create which is 180 base power,Explosion, which is 250 base power (with the expense of your own pokemon’s death)
  + There is not a clear trend of consistent scaling per generation
* Actual BST and why some generations could be anomalies
  + Because x generation does not have a lot of Pokemon introduced per generation, having weaker or very strong Pokemon can definitely skew the dataset
  + There is no perfect increase, but there seems to be a steady increase of higher base stats in later generations
  + There was a small dip within generation 2 because of the amount of baby Pokemon that were introduced in this game such as Pichu (205), Cleffa (218), Igglybuff (210), Togepi (245), smoochum (305), elekid (360), magby (365) and notoriously weak Pokemon such as Sunkern (180), Unown (336), Smeargle (250) , etc…
  + There was a small dip in generation 3 because of having notoriously weak Pokemon such as Shedinja (236), Azurill (190), Feebas (200), Wynaut (260),Surskit (269), ralts(198), etc…
  + There was a huge increase in generation 4 because of the amount of previous generation Pokemon that got an evolution in this generation – Ambipom, Mismagius, Weavile, Magnezone, Lickilicky, Rhyperior, Tangrowth, Electivire, Magmortar, Togekiss, Yanmega, Gliscor, Probopass, Dusknoir, Gallade, Porygon-z, Frosslass (naturally having much higher Base Stat total than their baby and 1st evolution counter parts)-- and the amount of legendries and mythicals in this generation compared to others – having the 3rd most amount of legendary and mythicals at 14. Though generation 4 has their fair share of baby Pokemon too, but the amount of Pokemon that got an evolution outweighs the baby Pokemon introduced in this generation such as: mantyke, bonsly, Mime Jr., Happiny, Chingling, and Budew, Riolu, Munchlax
  + There was a huge increase in generation 7 because with only 88 Pokemon being introduced in generation 7, 25 of them (28%) of them are either legendary or ultra beasts. This generation introduced so many ultra beasts, and they have the most amount of legendaries out of any generation
  + Generation 9 could be the highest because like generation 7, they have many paradox Pokemon and legendary Pokemon, having the 2nd most at 24.