**Pokemon Power Creep – A Statistical Analysis**

Ian Kim

**Abstract**

Pokemon Power Creep – A Statistical Analysis

Imagine creating a game that must remain compelling for 25 years. How would you continuously introduce new concepts to excite and engage new and returning players? This is the problem most game developers face. There are 2 ways developers solve this problem: Break the fundamental rules of the game and introduce stronger and more powerful characters than the previous characters. While these approaches gives the audience a more compelling game, introducing overpowered characters or mechanics will only temporarily boost the excitement, and will often lead to a disruption in overall game balance. This phenomenon is called power creep.

To better understand the nature of power creep, lets look at a popular game, League of Legends. After about 10 years of development, Riot has released champions with: the potential to revive teammates, dashes and invisibility that reset on kills, 4 dashes in one ability, uncapped attack speed champion, dashes every time an ability is used, and a dash that is an unstoppable (cannot be affected by crowd control), airborne the enemy, gives armour and magic resistance, and does damage based on the targets maximum health.

Pokemon does not shy away from power creep either by continuing to introduce increasingly more powerful Pokemon through its stats, abilities and moves with each new generation.

* + Background information
  + Research problem
  + Objectives
  + Thesis Statement

**Methodology**

* + Research design
  + Data collection method
  + Cleaning the data
  + Data analysis techniques
  + Justification

Is power scaling (base stat, power, abilities) in Pokemon real?

Is there a correlation between evolutionary stage and base stat total and how does that affect the base stat total (Fit this in somewhere in the essay)

What are good types, and what are the most common typings per generation

* Findings/Results
  + Data presentation
  + Key observation
  + Statistical analysis
* Discussion
  + Interpretation of results
  + Implications
  + Limitations
* Conclusion
  + Summary of findings
  + Significance
  + Recommendations (for further research)
  + Final remarks
* References
  + PokeAPI
  + Bulbapedia for datascraping