**Pokemon Power Creep – A Statistical Analysis**

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**Abstract**

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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 or introducing stronger and more powerful things than the previous. 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. League of Legends is a MOBA (Multiplayer Online Battle Arena) where the main premise is to take down the enemy’s nexus. After about 10 years of development, Riot has released champions that have: the potential to revive teammates (Akshan), dashes and invisibility that reset on kills (Akshan, Aurora), 4 dashes in one ability (Bel’Veth), uncapped attack speed champion (Bel’Veth), dashes every time an ability is used (Ambessa), and a champion that has a dash that is an unstoppable, airborne, gives armour and magic resistance, and does damage based on the targets maximum health in one ability (K’sante).

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. For example, giving Zacian one of the best typings in the game – fairy and steel – and giving it great overall stats with an insanely broken ability, Intrepid Sword – giving it a +1 attack boost to Zacian every time it switches in.

* + 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