# Data Visualisation Assignment Descriptor:

By Mark Clancy Sutton C20437052

## Description of datasets:

The dataset that I have chosen for this project was the pokemon.csv that was provided as part of the lecture material of the module. The dataset provided in the module from my research is a merge of these two Kaggle datasets. <https://www.kaggle.com/datasets/abcsds/pokemon/data>

<https://www.kaggle.com/datasets/mlomuscio/pokemon>

The datasets include all of the Pokémon in the video games to the point of the 7th generation of the games. This would be up to Pokémon Sun and Moon which released in the year 2016. The dataset includes things such as the stats of each Pokémon of each category as well as if they are legendary and what are the typing of said Pokémon.

## What was discovered:

The main thing that was discovered in this analysis was the amount of Pokémon per generation seemed to be declining from about generation 1 to 4 but then generation 5 and 6 seem to begin adding more and more Pokémon. The other thing I started to notice was that the discrepancy between the statistics of certain Pokémon typing and how certain types seemed to have much larger statistics then other Pokémon. Also the amount of Pokémon in each typing was very different as some Pokémon have 2 different types with most only having one type.

## The Big Idea:

The big idea that was then spawned was what is the best Pokémon based on the statistics and what type and generation do these stronger Pokémon belong to. The main idea was to see if their was a corelation between Pokémon either belonging to a type or generation and how that might affect their statistics. To see if the farther the game progressed was their some form of making the newer Pokémon stronger then the older generations.

A close-up of a graph

Description automatically generated