

# Analysis of Pokemon Stats

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# Introduction

Each pokemon has **stats** that determine its abilities in various categories:

- ▶ HP (hit points)
- ▶ Attack
- ▶ Defense

Each pokemon has a **primary type** based on its physiology:

- ▶ Water
- ▶ Fire
- ▶ Rock

Which type of pokemon is the strongest, based on its stats?

# Packages and Data

```
# load the packages we need for this analysis
```

```
library(pacman)
```

```
p_load(tidyverse, magrittr, janitor, viridis)
```

```
## # A tibble: 6 x 7
```

```
##   type1 mean_hp mean_attack mean_sp_attack mean_defense
```

```
##   <chr>    <dbl>         <dbl>         <dbl>         <dbl>
```

```
## 1 bug      56.7          70.1          56.7          70.8
```

```
## 2 dark     72.6          87.8          74.5          70.5
```

```
## 3 drag~    79.9         106.          89.6          86.3
```

```
## 4 elec~    60.5          70.8          87.5          61.8
```

```
## 5 fairy    73.9          62.1          81.5          68.2
```

```
## 6 figh~    71.4          99.2          50.1          66.4
```

```
## # ... with 1 more variable: mean_speed <dbl>
```

# Stats Breakdown by Type

Mean of Total Statistics by Pokemon Primary Type  
For pokemon in Generations I through VII

