Response Summary:

Parse Worksheet

Goal: to understand the structure of the data
Objectives: Students will change data into a format that tags each part of the data with its intended use
Outcomes: Every element of the data will be broken into its individual parts

1. Student Information *

First Name	Thomas
Last Name	Cluff
Course *(e.g. CGT 270-001)*	CGT 270-009
Term *(e.g. F2019)*	F2021

2. Email Address *
   tcluff@purdue.edu

3. Visualization Assignment *
   • Lab Assignment

Understand

4. Parse Data: List each field and its data type. Refer to Fry (page 8-9, 2007) for examples of description of different data types (string, float, character, integer), you can also create user defined types (some combination that uniquely identifies data like the Index type in the Fry 2007 page 9 example) *
   Index: int, pokedex_number: int, name: String, german_name: String, japanese_name: String, generation: int, status: String, species: String, type_number: int, type_1: String, type_2: String, height_m: float, weight_kg: float, abilities_number: int, ability_1: String, ability_2: String, ability_hidden: String, total_points: int, hp: int, attack: int, defense: int, sp_attack: int, sp_defense: int, speed: int, catch_rate: int, base_friendship: int, base_experience: int, growth_rate: String, egg_type_number: int, egg_type_1: String, egg_type_2: String, percentage_male: float, egg_cycles: int, against_normal: float, against_fire: float, against_water: float, against_electric: float, against_grass: float, against_ice: float, against_fight: float, against_poison: float, against_ground: float, against_flying: float, against_psychic: float, against_bug: float, against_rock: float, against_ghost: float, against_dragon: float, against_dark: float, against_steel: float, against_fairy: float

5. Assumptions: List any assumptions you are making about the data and/or the visualization challenge (aka the project) *
   Again, I am assuming that the Pokedex numbers are for a National dex, not a Galar region dex. I am assuming all type effectiveness is not affected by weather or status effects. I am assuming that the growth rate of Pokémon is base level and not buffed by special events, items, or IV training. I am also assuming that all "against" stats are for current generation (8) balancing and not previous games.