SA including legendary pokemons
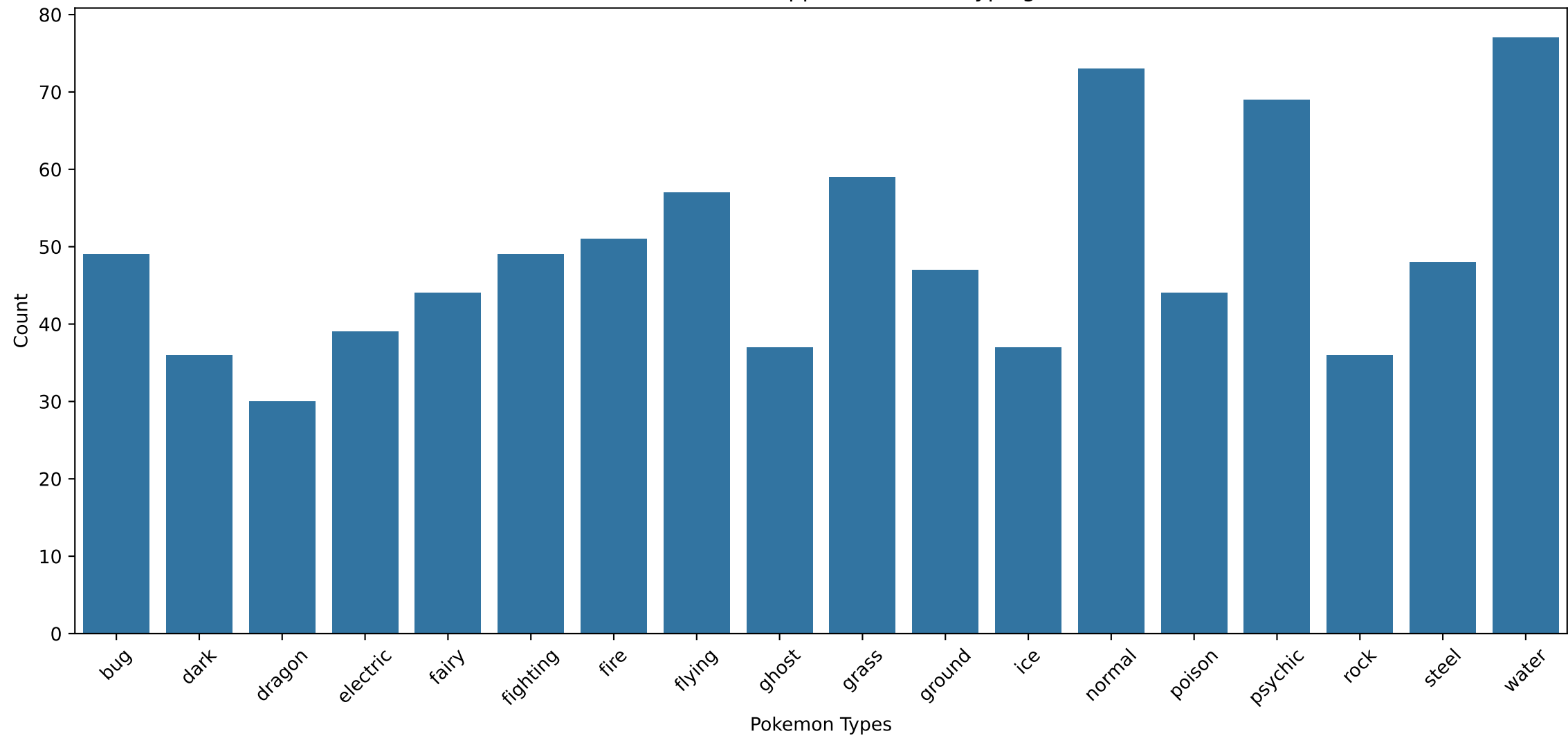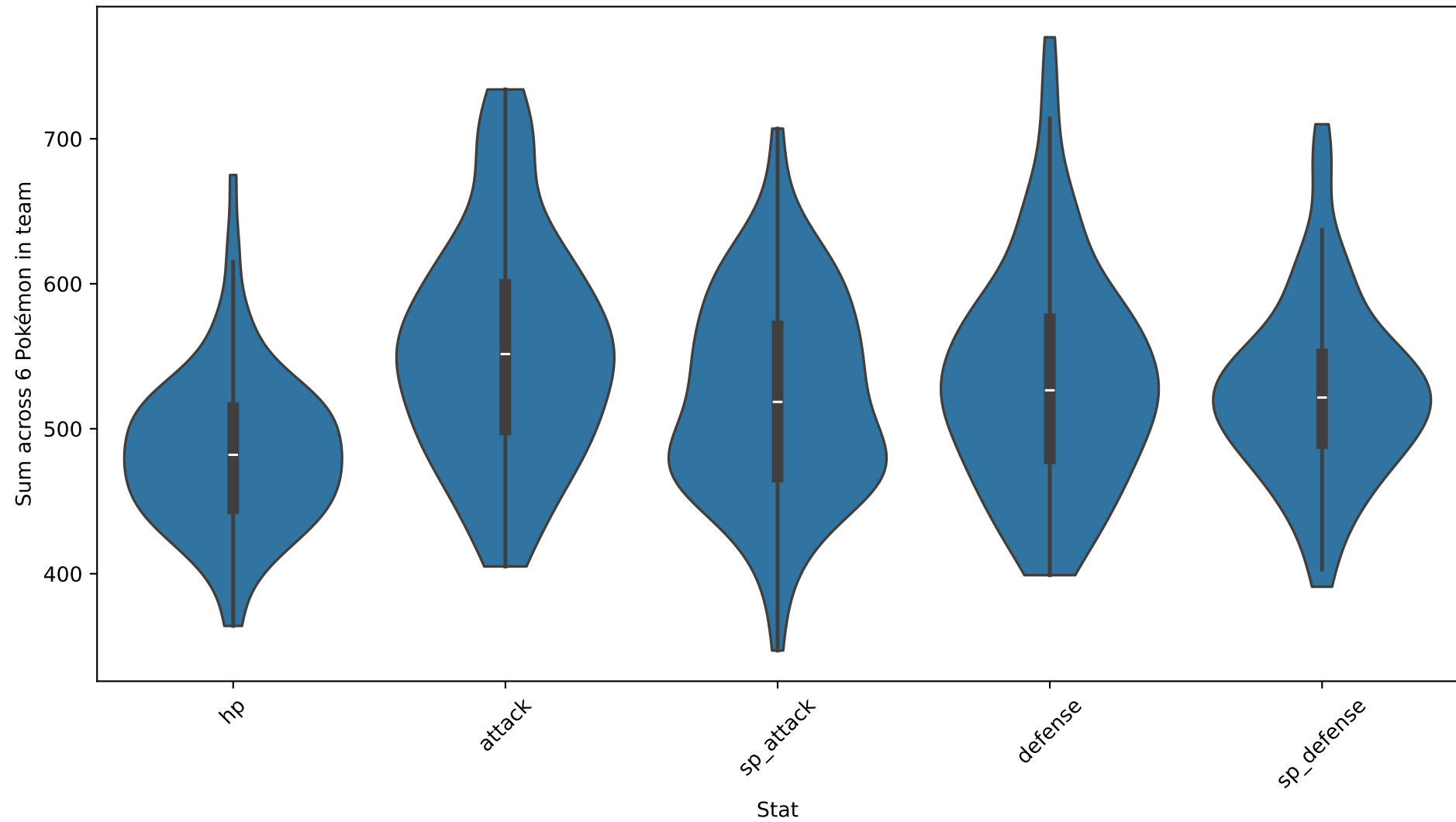
Setup
- opponents_limit = 100
- runs = 10
- budget = 300
- SA: initial_temperature = 0.1, cooling = 0.5
- restarts = 3
- patience = 50

Distribution of Opponent Teams Typing

Opponents: distribution of team stat sums

SA with legendaries

run	solver	fitness	stats_sum	pokemons
0	SA	0.3791	2487	Lunala|Blastoise|Groudon|Braviary|Nihilego|Throh
1	SA	0.4215	2278	Blissey|Gyarados|Zekrom|Nidoking|Throh|Xerneas
2	SA	0.3733	2554	Tyranitar|Mewtwo|Zekrom|Whiscash|Tangrowth|Exploud
3	SA	0.4248	2288	Wailord|Tangrowth|Aurorus|Mewtwo|Guzzlord|Xerneas
4	SA	0.4297	2217	Blissey|Necrozma|Blastoise|Kyurem|Stunfisk|Hariyama
5	SA	0.4522	2563	Buzzwole|Nihilego|Mewtwo|Glalie|Zygarde|Arceus
6	SA	0.405	1836	Crabominable|Gogoat|Wobbuffet|Snorlax|Nihilego|Drifblim
7	SA	0.4124	2342	Blissey|Aromatisse|Rayquaza|Rhyperior|Entei|Ampharos
8	SA	0.5038	2543	Buzzwole|Goodra|Groudon|Mewtwo|Tangrowth|Blissey
9	SA	0.4641	2224	Buzzwole|Mamoswine|Solgaleo|Slaking|Guzzlord|Relicanth

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.4266	0.4232	0.0392	0.3733	0.5038	10