Goals and Problems

Initial Goals

Research oriented goals:

- To determine if there is a correlation between move type (psychic, normal, fighting, etc.) and a move's accuracy
- To determine if there is a correlation between move type (psychic, normal, fighting, etc.) and a move's power
- To determine if there is a correlation between move type (psychic, normal, fighting, etc.) and a move's overall strength (determined by multiplying the moves accuracy and power)
- To determine if a pokemon's type has an affect on the strength of it's known moves that are of the same type

Growth oriented goals:

- Learn how to coordinate data from multiple sources
- Get a better understanding of how visualizations work and the creation of such
- Learn how to transform data into tables into visuals (the process of doing so)
- Learn how to work on longer, more complex projects and code

Team oriented goals:

- Be able to coordinate and cooperate with project partners
- Be able to compromise when needed and listen to one another for feedback and changes
- Have strong communication and time-management skills to complete project in an orderly manner

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Goals Achieved

Research oriented goals:

- To determine if there is a correlation between pokemon type and a pokemon's overall strength
- To determine if there is a correlation between an ability's occurrences and an ability's overall strength
- To determine if there is a correlation between move type (psychic, normal, fighting, etc.) and a move's overall strength (determined by multiplying the moves accuracy and power)
- To determine if there is a correlation between move accuracy and move power

Growth oriented goals:

- Learn how to coordinate data from multiple sources
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- Learn how to transform data into tables into visuals (the process of doing so)
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Problems Faced

Data oriented problems

- Difficulty of finding proper APIs that would allow data to be taken whilst also having enough data to satisfy project requirements
    - Data also must be related and necessary for our research questions
- First learning the different documentation of each API/Website

Code oriented problems

- Transferring the various different data into tables and then joining on each proper “overlap” of such
- Transforming MoveID lists into strings for the Pokemon table (to avoid having a list within our tables)
- Learning the documentation for visualizations - how to properly use our databases to create visualizations
- Making sure the same pokemon moves, abilities, and types would not get added to their table more than once. (solved using ‘unique’ keyword)
- Making sure all Pokemon moves had power and accuracy
- getMoveInfo would take a while to run due to getting information from a website, as well as needing to normalize the data with unicode.
- Making sure foreign keys were set up properly

Schedule oriented problems

- Balancing an amount of work to do in the short term of the project to complete in the long term
- Balancing the project along with the other various work and final preparations
- Figuring out a proper way to coordinate and communicate between one another
- Working on same python files around the same time