

# Peer Evaluation of Jennifer Nelson

## Preparation

- Jenni was always well prepared to work on the project.
- We never had formal meetings, since we spend all of our time together anyway, but whenever we had discussions, she was always ready with feedback, ideas, and a roadmap for implementation

## Contribution

- Jenni's contributions to the assignment are huge. Everything on right side of the screen is hers.
- This includes her impressive by-hand annotation of every single region's map, which enabled us to highlight specific locations when hovering over Pokemon. In particular, this type of visualization **does not exist** to the best of our knowledge, making her annotations a unique and novel contribution to the study of Pokemon.
- The table view was also entirely done by her. She went through several iterations before settling on something she was content with.
- Jenni also scraped Serebii for the Pokemon sprites and map images, which add a lot of flavor to the site.
- She also took care of the underlying data structure that carried information across different views and components

## Respect and Flexibility

- To be honest, we're kind of a dream team. After working on so many projects together, we understand each other's work flow so well, that it's a breeze dividing labor between the two of us.
- She was always understanding when I made suggestions based on previous domain knowledge that I had.

## Overall

Jenni has been great to work with over this entire project. She's always made time for it, even when her other classes were giving her grief. She wants to keep adding to the visualization, not for the class, but because it's so fun. Any team with her on it is lucky.

# Self Assessment

## Preparation

- Again, we didn't hold former meetings, but I tried to come to each discussion with new ideas.
- Because of this project and the new Pokemon games that came out this month, my mind has constantly been thinking of new implementation ideas and visuals (for better or worse).

## Contribution

- The left side of the screen is mine.
- I found the searchable droptables and learned how to make jQuery and D3 talk to each other.
- I applied domain knowledge to create a summary applicable to any Pokemon team
- I scraped most of the actual data from Serebii, using Python and Beautiful Soup
- I cleaned the data by hand, after realizing there were a lot of inconsistencies in our original dataset. (To this day, I'm still finding errors in "The Complete Pokemon Dataset," but there's little more I can do to correct them now).
- I designed the rounded rectangle card view we use throughout the page.
- I wrote Python and Javascript functions to analyze Attack strength, Type advantage, HP totals, and Battle winners

## Respect and Flexibility

- I can't recall any arguments or disagreements we had on the project.
- Whenever Jenni had feedback, it was good feedback. So I did it.

## Overall

I've had a lot of fun on this project. Data scraping is so much easier than I initially thought. While it sometimes took me a really long time to design basic elements for the page, I'm really pleased with what I managed to put together on my side.

Honestly, even though we made this waaaay more work than it needed to be, I still am really happy with it.