

Data Visualization Project Proposal

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1. Name + Url + Attributes
 - Data will be stored in a .json file with the following attributes:

```
matchId "NA1_5146607518"  
Win/Loss "Win"  
side "Red"  
gameDurationMinutes 47.7  
totalKills-Ingame 61  
totalMyteamKills 32  
championId 37  
championName "Sona"  
Mykills 0  
MYdeaths 8  
MYassists 21  
deathLocations [] 8 items
```

matchid: ordered based on recency of game

Win/Loss: Categorical

Side: Categorical

Game Duration: Quantitative, can be Ordered

Total Amount of Kills In Game: Quantitative, can be Ordered

Total Amount of MY TEAM kills: Quantitative, can be Ordered

Champion ID that I played: Categorical

champion Name that I Played: Categorical

My Total Kills: Quantitative, can be Ordered

My Total Deaths: Quantitative, can be Ordered

My Total Assists: Quantitative, can be Ordered

My Death Locations: Categorical?

2. Tasks

- Using the coordinates of where I die on the map, I want to figure out where I have the highest likelihood of dying based off of a few factors:
 - which side of the map I am on (Red or Blue)
 - What position I am playing (Support, ADC) **there are 5 different positions, I only play Support and ADC**
 - what kind of champion I am playing (Engage, Marksman, Enchanter) **this is effectively my role in the game; helping the ADC deal damage, tanking for the rest of the team, etc**
 - The time of the game **different objectives spawn and certain times, I want to see if there is a correlation between if an important objective is up and if I die around that area of the map**
- Using the time of the game and what champion I am playing:
 - If I have a higher win rate playing a specific champion based on how long the game is.
 - If the overall length of the game plays a factor on if I win or not (maybe I am better at the early game then late game)
 - If I am better early or late with a specific type of champion (tank, enchanter, ADC)

3. Sketch

Map of Summoners Rift

blue side □

Red side □

time of game

<15 15:01-20 20:01-25 25:01-30
 30:01-35 35:01-40 40:01-45 45:01+

Champion

Kills:

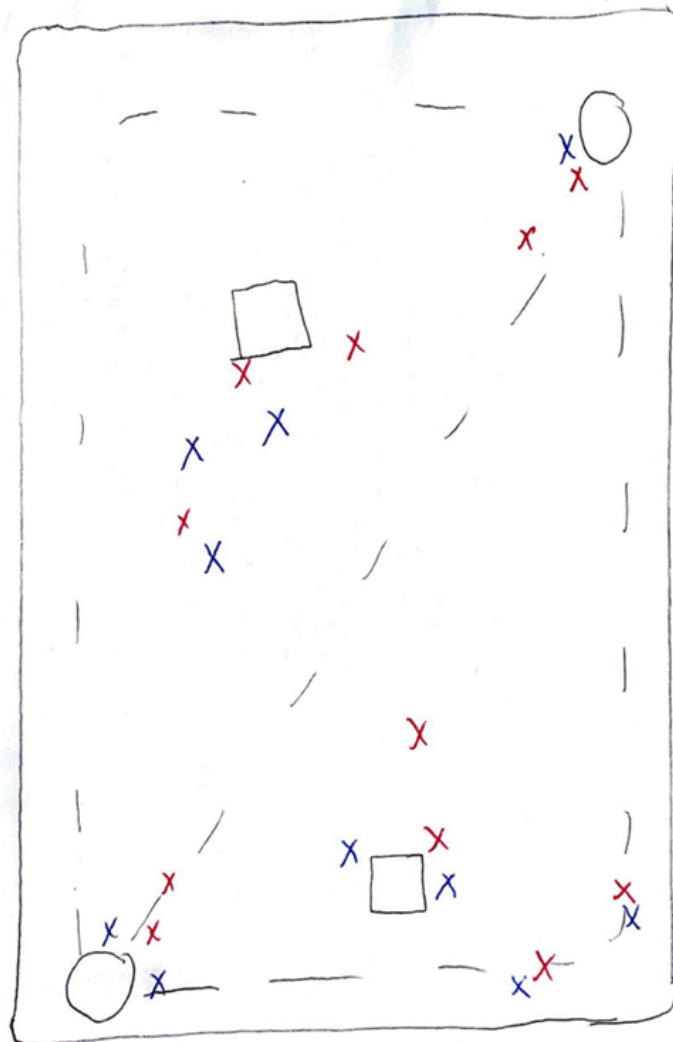
Deaths:

Assists:

Total tank kills:

Total game kills:

- Champion 1
- Champion 2
- Champion 3
- Champion 4
- Champion 5
- Champion 6
- Champion 7
- Champion 8
- Champion 9
- Champion 10



3.A. Sketch explanation:

- Map deaths and average KDA stats update based on which champion, side, and game time is pressed

4. Visuals and Interactions

- The main focus will be the map of Summoner's Rift and using the coordinates of my death locations based on the criteria that is checked
- I could make a menu for selections to press/update the map
- I could use a bar graph to show average win rates based on the length of the game vs what type of champion I am playing