02/07 -- First meeting

Github setup

Riot API Research

2 Hours


02/08

Haskell Aeson struggle

3.5 Hours


02/12

Started brainstorming what factors our predictor would look at

5 Hours


02/15

Decided to change our project to machine learning, realised our current project was to easy

5 Hours


02/16

Talk to Andreas got advice regarding machine learning

Started researching ML and got logistic regression working

6 Hours


02/19

Made a WORKING logistic regression algorithm using a guide in haskell

8 Hours


02/20

Implemented the regression to our program

7 Hours

02/21

Discovered issues with rate limits and regression

7 Hours


02/22

Made a rate limiter, but are still experiencing different errors (503,500)

10 Hours


02/23

More issues with the regression

10 Hours


02/25

Started writing the report and fixing the logistic regression (looks at ratios instead of differences)

11 hours


02/26

Finishing the report and removing useless stuff

6.5 Hours