League of Legends prediction

Team: Jia and Luca

Question:

(Ranked)

Predict the winning team based on team compositions?

Predict the winning team based on objectives?

Datasets:

[League of Legends Ranked Matches (kaggle.com)](kaggle.com)

Progress:

We successfully merged the stats1.csv, participants.csv, matches.csv, and champs.csv by the game id.

Then we made two simple k=10 neighbor regressor for each team comp and objectives features.

For team comp, we used champion id's for features.

For objectives, we used inhibkills, turretkills, dmtoobj, and dmgtoturrets as features.

From test data results, it seems like objectives data were a better decider for who won the match. Which makes sense since inorder to win, you have to destroy objectives. In the future, we might use difference in objective features between the two teams as features instead.

We basically sat down and did both of these things together.

Next steps:

Jia:

Create linear models/other models that might work better

Luca:

Figure out best k for regressor

Together:

Explore the other features that could be added to our model