**Deliverable 2: Data Wireframe**

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**Rev 0**

**Data Wireframe**

**Match Summary Wireframe**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Match ID | Outcome | Kills | Deaths | Assists | Gold Earned |
| 3522200774 | “Win” | 6 | 5 | 5 | 10459 |
| 3522213480 | “Loss” |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Match ID | Gold Spent | Total Damage taken | Magical Damage Taken | Physical damage Taken | True Damage  Taken |
| 3522200774 | 7100 | 30742 | 7693 | 22318 | 730 |
|  |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Match ID | turretKills | Inhibitor Kills | Total Minions Killed | WardsPlaced | WardsKilled |
| 3522200774 | 0 | 0 | 140 | 6 | 1 |
|  |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Match ID | Vision Wards bought | Sight wards bought | Xp per min delta (0-10min) | Xp per min delta (10-20min) | Creeps per min deltas (0-10min) |
| 3522200774 | 0 | 0 |  |  | 0 |
|  |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Match ID | Creeps per min deltas (0-20min) | Cs Diff per Min Deltas (0-10min) | Xp Diff Per Min Deltas (0- 10min) | Xp Diff Per Min Deltas (0- 10min) | Lane |
| 3522200774 | 0.7 | 0.0 | 467.0 | 257.5 | “Top” (Possible of 5 choices) |
|  |  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Match ID | Magic Damage delt | Physical Damage Delt | True Damage Dealt | Total Damage dealt to champs |
| 3522200774 | 49040 | 89877 | 7609 | 8470 |
|  |  |  |  |  |

**Sprint Plan**

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| --- | --- | --- |
| Week | Purpose | Weekly Tasks and Goals |
| 7 | Gathering Data Preprocessing, Cleaning and EDA | *- Gather account ID and match IDs with more than 50 ranked games played with Nasus in current season. Make sure to organize by data by league (Iron, Bronze,…, Grandmaster and Challenger)*  *- Using account ID and Match ID, wrangle summary and match data from League of Legends API*  *- Deal with Null/missing/NaN/Incorrect values*  *- Visualize relationships between outcome and all independent variables. Comment and discuss relationships.*  *- Visualize match data history for winning games and losing games. Compare and discuss.* |
| 8 | Simple Logistic Regression Model and more EDA | *- Look for collinearity in datasets*  *- Select features and fit a model*  *- Modify features and iterate model*  *- assess accuracy of model* |
| 9 | More Data Gathering, EDA, Advanced Models (Recommender Systems) | *- Scrape more data and fit simple model to new data*  *- Fit advanced models*  *- Try to build a “Build recommender system” or an “other champion recommender system”*  *- Assess validity of model* |
| 10 | Advance model tweaks and report writing | *- Tweak the Advanced Models and assess validity*  *- Review report, fix errors, look for more touch points, conclusions, etc.* |
| 11 | Presentation Preparation | *- Prep presentation narrative*  *- Introduction (why, what, how, summary result for uninterested people)*  *- Middle (Epic journey, Legendary visualizations, results and models)*  *-Conclusion (Summary of findings, more questions that could be asked)* |