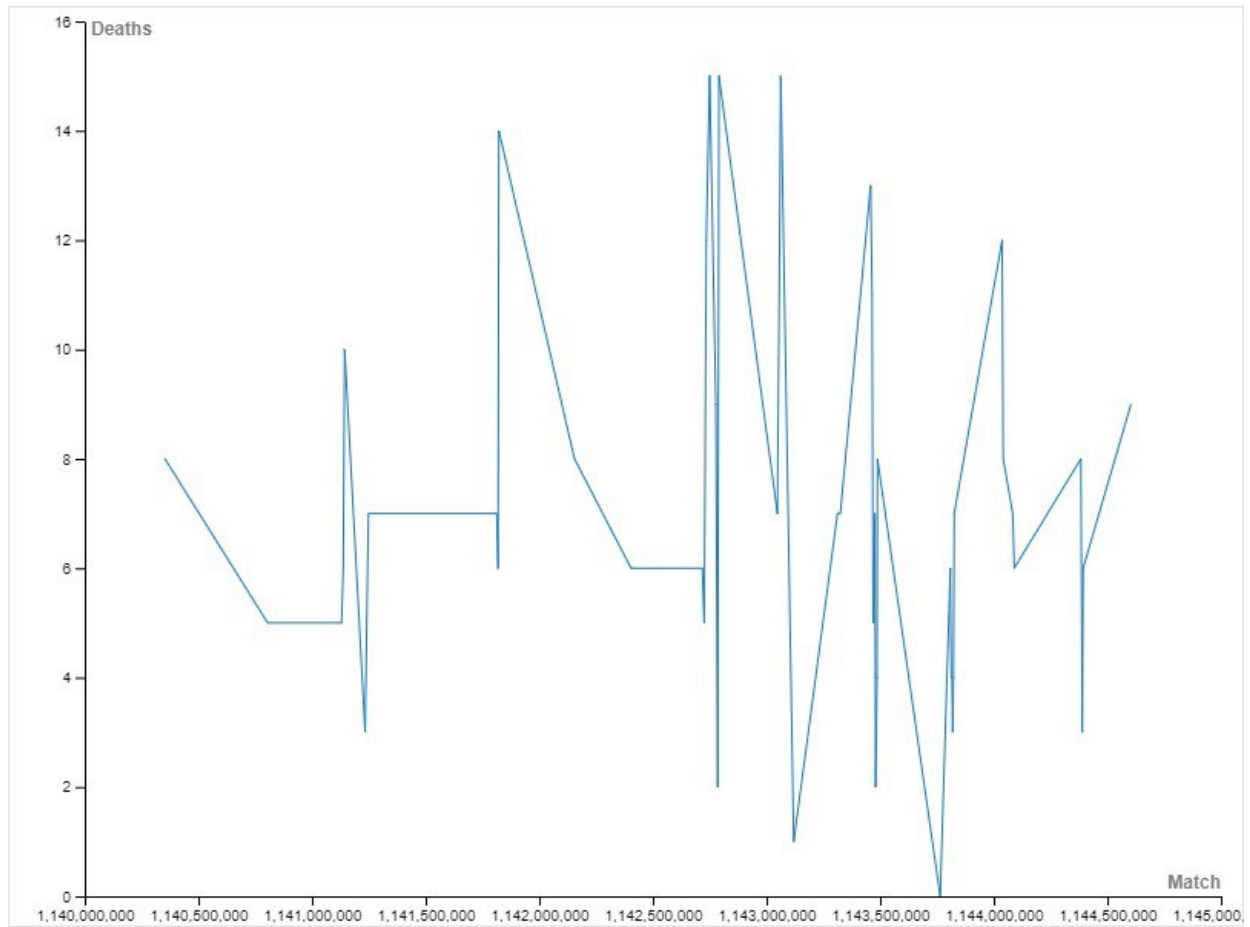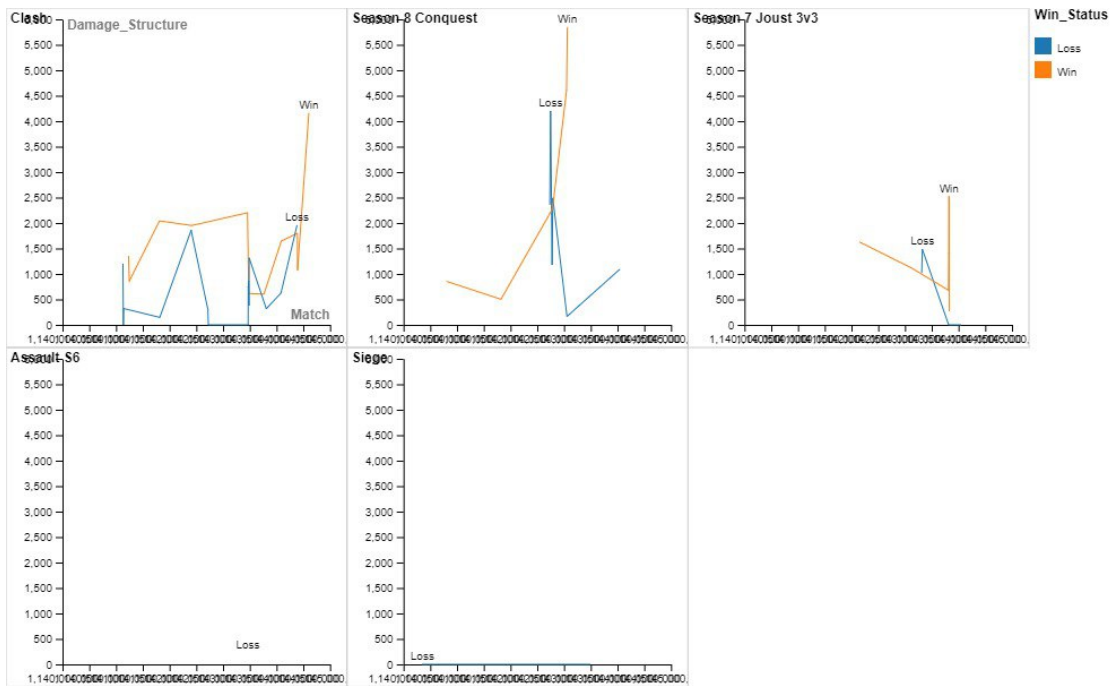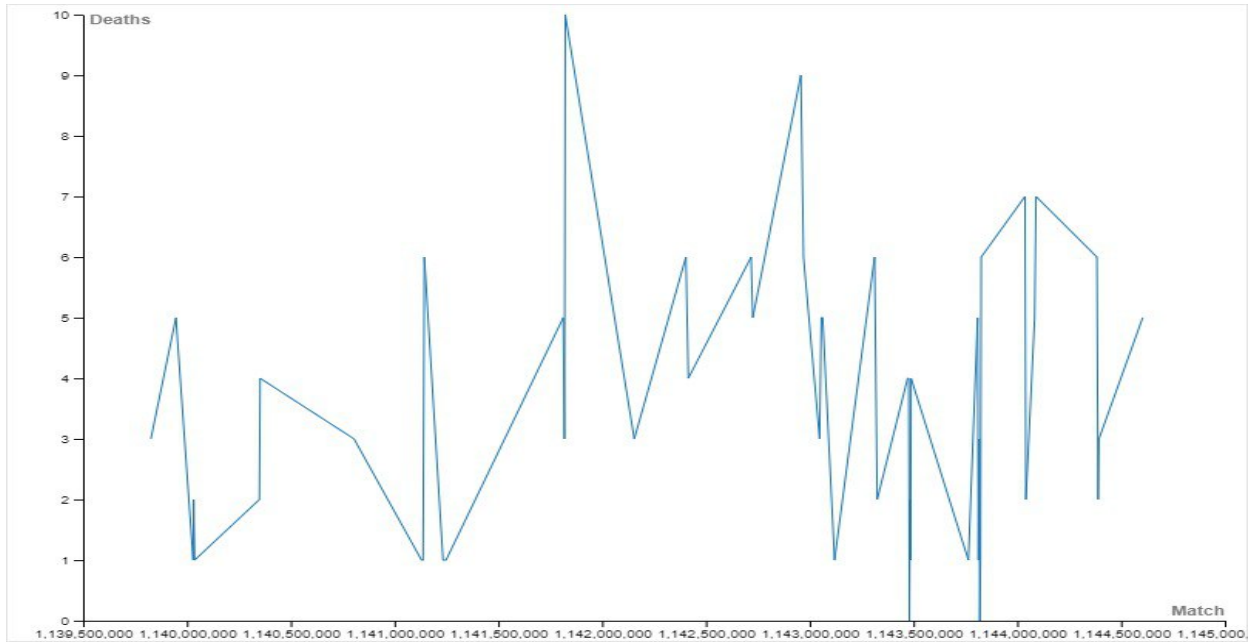- An overview of your project
  - Smite is a video game, more specifically a multiplayer online battle arena or MOBA for short. It's a game where players queue for different types of game-modes where the objective is to take down the enemies defenses and ultimately slay their titan.
  - My goal is to utilize gameplay data from the Smite developer API to design a better build analyzer that new and old players alike can use in order to see the viability of their build/strategy from their gameplay data.
- Features from your proposal that have been completed
  - Implemented a basic ETL script to scrape the smite API, organize the data and upload it to firebase.
- Upcoming immediate milestones
  - Implement my 2nd visualization goal first because it'll be easier, and then I can reuse the code for my 1st visualization which is more difficult.
  - Complete the backend ETL script.
- Roadblocks (if any) that you are running into
  - None so far :)
- Website Link
  - Smite-Analyzer/

Deaths Per match

Win Lose ratio per Match type

Season 8 Conquest Damage_Structure Clash

Top-left chart (Season 8 Conquest, Damage_Structure):
Y-axis: 13,000 / 12,000 / 11,000 / 10,000 / 9,000 / 8,000 / 7,000 / 6,000 / 5,000 / 4,000 / 3,000 / 2,000 / 1,000 / 0
Labels: Win, Loss, Match
X-axis: 1,139,500 ... 1,145,000

Top-right chart (Clash):
Y-axis: 13,000 / 12,000 / 11,000 / 10,000 / 9,000 / 8,000 / 7,000 / 6,000 / 5,000 / 4,000 / 3,000 / 2,000 / 1,000 / 0
Labels: Win, Loss
X-axis: 1,139,500 ... 1,145,000

Second row left (Season 7 Joust 3v3):
Y-axis: 13,000 / 12,000 / 11,000 / 10,000 / 9,000 / 8,000 / 7,000 / 6,000 / 5,000 / 4,000 / 3,000 / 2,000 / 1,000 / 0
Labels: Loss, Win

Second row right (Siege):
Y-axis: 13,000 / 12,000 / 11,000 / 10,000 / 9,000 / 8,000 / 7,000 / 6,000 / 5,000 / 4,000 / 3,000 / 2,000 / 1,000 / 0
Labels: Win, Loss

Third row left (Clash, Damage_Bot):
Y-axis: 140,000 / 120,000 / 100,000 / 80,000 / 60,000 / 40,000 / 20,000 / 0
Labels: Win, Loss, Match

Third row right (Season 7 Joust 3v3):
Y-axis: 140,000 / 120,000 / 100,000 / 80,000 / 60,000 / 40,000 / 20,000 / 0
Labels: Loss, Win

Fourth row left (Season 8 Conquest):
Y-axis: 140,000 / 120,000 / 100,000 / 80,000 / 60,000 / 40,000 / 20,000 / 0
Labels: Win, Loss

Fourth row right (Siege):
Y-axis: 140,000 / 120,000 / 100,000 / 80,000 / 60,000 / 40,000 / 20,000 / 0
Labels: Win, Loss