

Project Proposal

1. For our project, we are using speed run timings from various games to determine whether or not playing for a long time would lead to lower speed run times. Also, we would like to look into if being good at one version of a game (e.g. Spelunky 1) would translate to being able to speed run another game in the series (e.g. Spelunky 2) in a considerably fast time. We predict that the longer you play, and the more trials you run through, the better the performance. For our second hypothesis, we believe that being good at one version of a game will lead to being able to perform well in another version of the game.
2. We plan to scrape data from speedrun.com. The leaderboards are already in a table format where we can gather the speed run time, the date the run was executed, platform, and the player who holds the ranking. Along with this, we can also click on the player to see their run submission history to get a good indication of what progress they have been making with different categories of game or different games.
3. A challenge we are anticipating would be scraping old runs from a speedrunners profile as the website only displays their top run. We want a deep history so making sure we have a lot of runs to pull from could prove challenging. Additionally, separating runs by their category, platform, and patch version could prove challenging. They all have a direct influence on how a run can be timed, take for example a run of super mario odyssey. The any% category can vary depending on what version of the game, the initial 1.0 release (which is hard to come by as it both is only attainable by original release hard copies and must be run with a specific pre-patch switch) has a skip that saves time in cascade kingdom whereas all later versions of the game have this skip patched out.
4. This information is important, because E-Sports is a growing field, and many people are able to make a living off of playing games. Also, the speed running community has made great efforts into charity streams just as Games Done Quick where they would do charity streams and livestream on twitch.tv. Another aspect is that we can make some inference into if putting time into a task makes you better at performing that task in the future. Not only do you perform for speed, but accuracy can play a part into performing well.