Things to do for Elo System:

Overall goal:

* Simulate a Elo-Rating Based System using a correlation matrix of winning probabilities.

Matrix: 14 x 14

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Trot | Mesh | Mack | Jack | Buzi | Eamon | Elem | Hayden | John | Justin | LP | Goff | Max | Nof |
| Trot | 1 | 0.3 | 0.2 | 0.2 | 0.3 | 0.7 | 0.7 | 0.6 | 0.2 | 0.6 | 0.2 | 0.6 | 0.8 | 0.2 |
| Mesh |  | 1 | 0.4 | 0.4 | 0.5 | 0.8 | 0.8 | 0.8 | 0.3 | 0.8 | 0.2 | 0.6 | 0.9 | 0.1 |
| Mack |  |  | 1 | 0.5 | 0.4 | 0.8 | 0.9 | 0.9 | 0.4 | 0.8 | 0.1 | 0.8 | 0.9 | 0.4 |
| Jack |  |  |  | 1 | 0.6 | 0.9 | 0.9 | 0.9 | 0.3 | 0.8 | 0.3 | 0.7 | 0.9 | 0.4 |
| Buzi |  |  |  |  | 1 | 0.9 | 0.9 | 0.9 | 0.2 | 0.7 | 0.2 | 0.5 | 0.9 | 0.1 |
| Eamon |  |  |  |  |  | 1 | 0.5 | 0.4 | 0.2 | 0.3 | 0.1 | 0.2 | 0.7 | 0.1 |
| Elem |  |  |  |  |  |  | 1 | 0.4 | 0.1 | 0.3 | 0.1 | 0.2 | 0.8 | 0.1 |
| Hayden |  |  |  |  |  |  |  | 1 | 0.1 | 0.4 | 0.1 | 0.4 | 0.7 | 0.1 |
| John |  |  |  |  |  |  |  |  | 1 | 0.8 | 0.6 | 0.7 | 0.8 | 0.1 |
| Justin |  |  |  |  |  |  |  |  |  | 1 | 0.2 | 0.4 | 0.7 | 0.1 |
| LP |  |  |  |  |  |  |  |  |  |  | 1 | 0.9 | 0.9 | 0.8 |
| Goff |  |  |  |  |  |  |  |  |  |  |  | 1 | 0.8 | 0.1 |
| Max |  |  |  |  |  |  |  |  |  |  |  |  | 1 | 0.1 |
| Nof |  |  |  |  |  |  |  |  |  |  |  |  |  | 1 |