**Codebook:**

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|  | Variable Name | Data Type of the Variable | Description |
|  | gameID | Numeric | The identity number of each rank game |
| Response Variable | blueWins | Binary | The result whether the blue side wins ("1" stands for blue wins and "0" stands for red wins). |
| Predictor Variables | blueWardsPlaced | Numeric | Number of warding totems placed by the blue team on the map |
| blueWardsDestroyed | Numeric | Number of enemy warding totems the blue team has destroyed |
| blueFirstBlood | Binary | First kill of the game. ("1" stands for blue team did the first kill and "0" stands for red team did the first kill). |
| blueKills | Numeric | Number of enemies killed by the blue team |
| blueDeaths | Numeric | Number of deaths of the blue team |
| blueAssists | Numeric | Number of kill assists of the blue team |
| blueEliteMonster | Numeric | Number of elite monsters killed by the blue team (Dragons and Heralds) |
| blueDragons | Numeric | Number of dragons killed by the blue team |
| blueHeralds | Numeric | Number of heralds killed by the blue team |
| blueTowersDestroyed | Numeric | Number of towers destroyed by the blue team |
| blueTotalGold | Numeric | Blue team total gold |
| blueAvgLevel | Numeric | blue team average champion level |
| blueTotalExperience | Numeric | Blue team total experience |
| blueTotalMinionsKilled | Numeric | blue team total minions killed |
| blueTotalJungleMinionsKilled | Numeric | Blue team total jungle monsters killed |
| blueGoldDiff | Numeric | blue team gold difference compared to the red team |
| blueExperienceDiff | Numeric | Blue team experience difference compared to the red team |
| blueCSPerMin | Numeric | blue team CS (minions) per minute |
| blueGoldPerMin | Numeric | blue team gold per minute |
| redWardsPlaced | Numeric | Number of warding totems placed by the red team on the map |
| redWardsDestroyed | Numeric | Number of enemy warding totems the red team has destroyed |
| redFirstBlood | Binary | First kill of the game. ("1" stands for red team did the first kill and "0" stands for blue team did the first kill). |
| redKills | Numeric | Number of enemies killed by the red team |
| redDeaths | Numeric | Number of deaths of thr red team) |
| redAssists | Numeric | Number of kill assists of the red team |
| redEliteMonster | Numeric | Number of elite monsters killed by the red team (Dragons and Heralds) |
| redDragons | Numeric | Number of dragons killed by the red team |
| redHeralds | Numeric | Number of heralds killed by the red team |
| redTowersDestroyed | Numeric | Number of towers destroyed by the red team |
| redTotalGold | Numeric | red team total gold |
| redAvgLevel | Numeric | red team average champion level |
| redTotalExperience | Numeric | red team total experience |
| redTotalMinionsKilled | Numeric | red team total minions killed |
| redTotalJungleMinionsKilled | Numeric | red team total jungle monsters killed |
| redGoldDiff | Numeric | red team gold difference compared to the blue team |
| redExperienceDiff | Numeric | red team experience difference compared to the blue team |
| redCSPerMin | Numeric | red team CS (minions) per minute |
| redGoldPerMin | Numeric | red team gold per minute |