

ANALYZING THE STANDARD METAGAME IN MTG

Connor Nelson

WHERE WAS MY DATA FROM?

- Scraping MTG Goldfish and Wizards of the Coast's current rulebook
- MTG Card Publicly Accessible API

Prices Decks Articles Tools Shop Login

MTGGOLDFISH PRO - DECKS - STANDARD

Browse > Home / Decks / Metagame / Standard

Standard | Modern | Pauper | Legacy | Vintage | Penny Dreadful | Commander 1v1 | Commander | Brawl | Arena Standard

Online Paper

Standard Metagame

Deck	Decks	Meta %	Price
Golgari Midrange	31	21.23%	\$ 350
Jeskai Control	15	10.27%	\$ 463
Boros Weenie	11	7.53%	\$ 246
Selesnya Tokens	10	6.85%	\$ 322
Izzet Drakes	7	4.79%	\$ 261
Izzet Drakes	7	4.79%	\$ 275
Mono-Red Aggro	6	4.11%	\$ 66

Deck Search

Find decks using ... Search Advanced Search Options

Tournament Search

Find tournaments by name ... Search Advanced Search Options

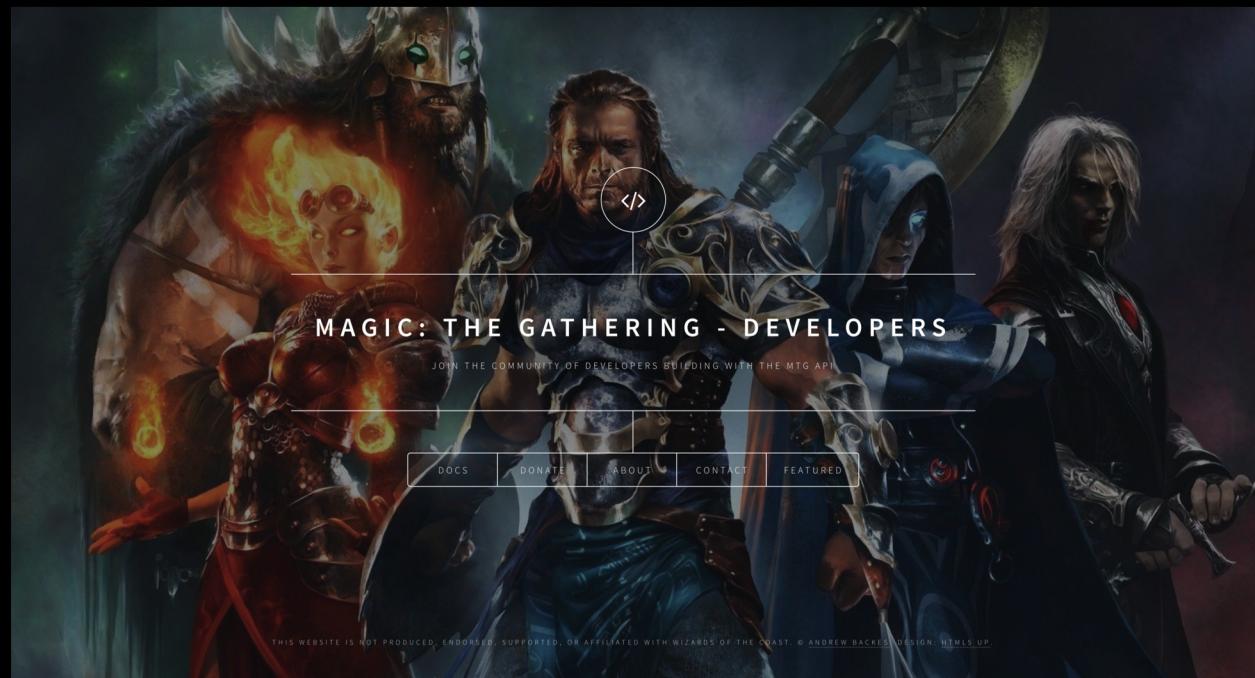
Recent Events

Competitive Standard League 2018-12-10 on 2018-12-10

W	L	Deck	Player	Price
5	0	Izzet Drakes	kogamo	275.71
5	0	Sultai Control	Sergui	282.01
5	0	Grixis Control	stonepeanut	326.95
5	0	Mono-Red Aggro	Boin	219.38
5	0	Selesnya Tokens	S11v3r131	289.14
5	0	Golgar Graveyard	Maheegan001	190.63
5	0	Golgari Midrange	nevermulligan	410.53
5	0	Mono-Blue Tempo	LoveP	71.62
5	0	Mono-Red Aggro	Asuka_Watarai	295.30
5	0	Jeskai Control	_Falcon_	470.44

SCG Invitational Roanoke on 2018-12-09

Deck	Player	Price
1st Izzet Drakes	Andrew Jessup	\$ 216.31
2nd Golgari Midrange	Evan Whitehouse	\$ 378.96
3rd Jeskai Nexus	Gerard Fabiano	\$ 607.71
4th Golgari Midrange	Austin Collins	\$ 413.66
5th Golgari Midrange	Marshall Arthurs	\$ 388.12
6th Selesnya Tokens	Justin Gebing	\$ 360.60

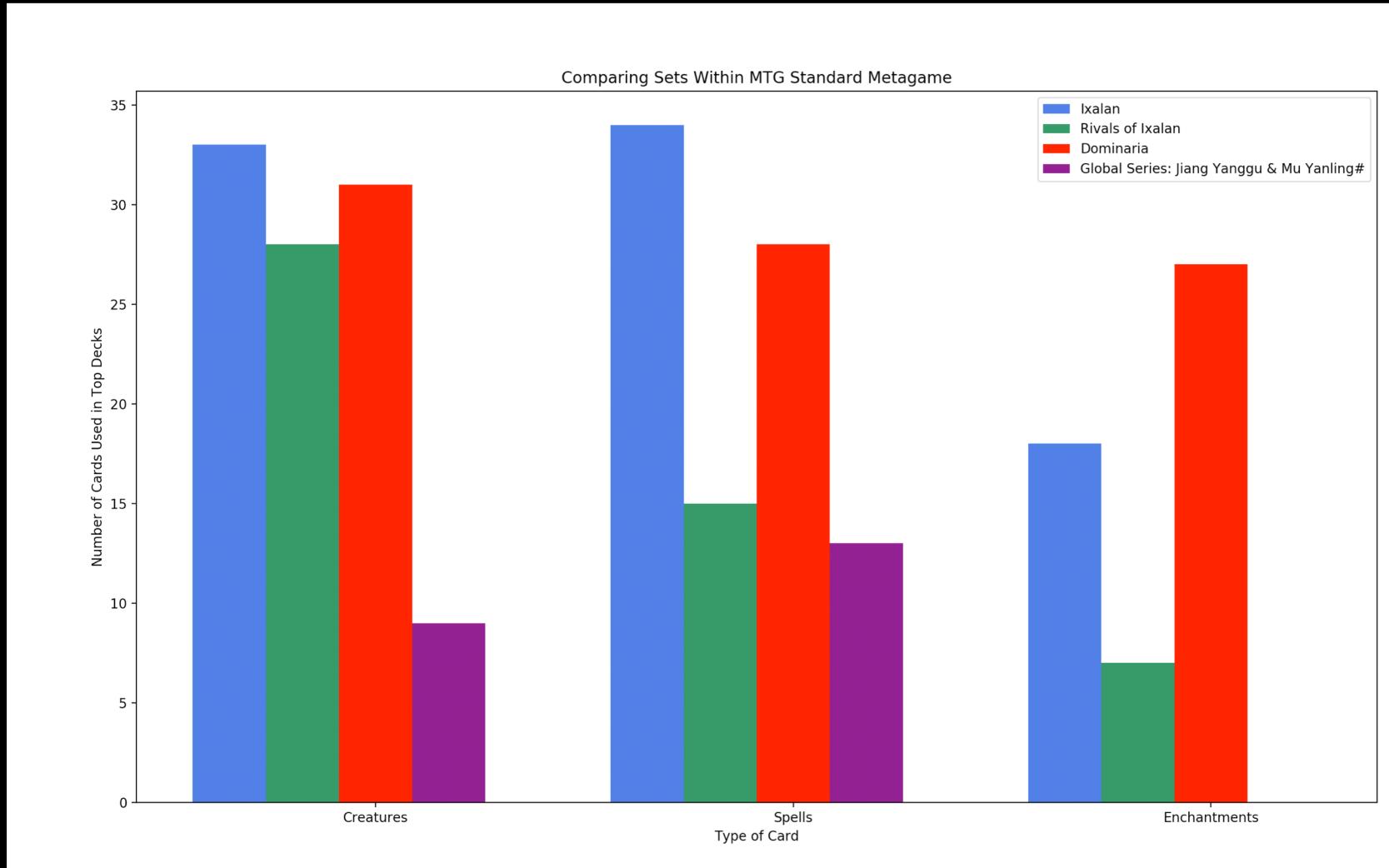


WHAT DID I DO WITH IT?

- Combined it all together into a big CSV
- Sorted it by Set
- Totaled the number of cards used in each set by weighing each card differently based on the average win rate of the decks it was in
- Then plotted the data in order to show how each set contributed to the current metagame

	quantity	name	manaCost	cmc	colors	colorIdentity	type	types
Arclight Phoenix	4	Arclight Phoenix	{3}{R}	4	['Red']	['R']	Creature — Phoenix	['Creature']
Beacon Bolt	2	Beacon Bolt	{1}{U}{R}	3	['Blue', 'Red']	['U', 'R']	Sorcery	['Sorcery']
Blink of an Eye	1	Blink of an Eye	{1}{U}	2	['Blue']	['U']	Instant	['Instant']
Chart a Course	4	Chart a Course	{1}{U}	2	['Blue']	['U']	Sorcery	['Sorcery']
Crackling Drake	1	Crackling Drake	{U}{U}{R}{R}	4	['Blue', 'Red']	['U', 'R']	Creature — Drake	['Creature']
Disdainful Stroke	2	Disdainful Stroke	{1}{U}	2	['Blue']	['U']	Instant	['Instant']
Dive Down	1	Dive Down	{U}	1	['Blue']	['U']	Instant	['Instant']
Fiery Cannonade	3	Fiery Cannonade	{2}{R}	3	['Red']	['R']	Instant	['Instant']
Goblin Electromancer	4	Goblin Electromancer	{U}{R}	2	['Blue', 'Red']	['U', 'R']	Creature — Goblin Wizard	['Creature']
Island	6	Island		0	['U']	Basic Land — Island	['Land']	
Izzet Guildgate	1	Izzet Guildgate		0	['U', 'R']	Land — Gate	['Land']	
Lava Coil	4	Lava Coil	{1}{R}	2	['Red']	['R']	Sorcery	['Sorcery']
Mountain	6	Mountain		0	['R']	Basic Land — Mountain	['Land']	
Murmuring Mystic	1	Murmuring Mystic	{3}{U}	4	['Blue']	['U']	Creature — Human Wizard	['Creature']
Negate	2	Negate	{1}{U}	2	['Blue']	['U']	Instant	['Instant']
Niv-Mizzet, Parun	2	Niv-Mizzet, Parun	{U}{U}{U}{R}{R}{R}	6	['Blue', 'Red']	['U', 'R']	Legendary Creature — Dragon Wizard	['Creature']

END RESULT



CHALLENGES

- Making the program “future-proof”
 - I wanted to make a program that I could boot up in a year and it would, as long as none of the websites or APIs that I was using changed, give me exactly the same output with no changes.
 - This was extremely difficult and required some dictionary usage that I was not familiar with
- Matplotlib
 - Using this and getting the graph to show up with no overlap and correctly was more difficult than it should have been

QUESTIONS?

