Metashift

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1　Abstract

Created for the League of Legends API Challenge 2.0, Metashift is an analysis of gameplay changes after patch v5.13.

2　Features

2.1　Our Ideas

- pick/win/ban rates of champions, with graphing and charting
- purchase/win rates of items with respect to champions, with graphing and charting
- time of purchases (earlier/later power spikes)
- look for any emerging meta picks
- sortable by region, queue, rank if applicable
- more general game trends of before & after: first dragon, first baron, first tower, average kills at a certain time, etc.
- before and after champion roles calculated with K-Means Clustering

2.2　Selected for Development

- pick/win/ban rates of champions, with graphing and charting
- purchase/win rates of items, with graphing and charting
- before and after champion roles calculated with K-Means Clustering

3　Backend

3.1　Database

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3.2　Downloading

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3.3　Counting

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3.4 K-Means Clustering

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3.5 Exporting

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4 Frontend

4.1 Graphing

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4.2 Charting

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