

Metashift

Matthew D'Souza & Dongyu Zheng

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1 Abstract

Created for the League of Legends API Challenge 2.0, Metashift is a web app which uses Riot Games' API to query the game information and present graphical analysis of thousands of League of Legends matches before and after the 5.13 patch, in which many changes were made to items with the Ability Power stat. The goal of this project is to systematically look for a shift in the metagame; that is, the most popular (and often most successful) characters played both before and after patch 5.13.

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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