3/18 Milestone Report - HearthNash
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Major Changes

Our original plan to expand the study into similar games (such as MOBA drafting) has been cut back to accommodate for falling behind on milestone goals.

What You Have Accomplished Since Your Last Meeting

Since the last meeting, I added file I/O for match trees and analyses, switched to pseudorandom number generation, and adjusted our data file pipeline to create files with descriptive, indexed filenames. In addition, I obtained real-world matchup winrate data from HSReplay and began parsing it for use in our match tree generation and analysis pipeline.

Meeting Your Milestone

I only met part of my milestone for this week. File I/O was added for match trees and metrics, and real-world decklist winrate data was obtained, but the data ingestion and integration is not complete. I did not implement another measurement scheme or run analyses on more formats. This setback is primarily due to unexpected recent events which reduced my available time.

Surprises

Obtaining data from HSReplay was a bit of a (pleasant) surprise because we had failed to receive a response previously through other methods of contact. The drastic effects of the Coronavirus have been a negative surprise, but I am doing my best to work around it. Luckily, all of our research is already digital, and we have moved our meetings to online.

Looking Ahead

The next milestone has been updated to address the goals from this week's milestone that were not met, and the original goals for the next milestone have been shifted to the following milestone. This has pushed out our original plan to expand the study to MOBA drafting.

Resources Needed

We do not require any additional resources to complete this project.

Revisions to Your Future Milestones

[Green indicates goals added. Red indicates goals moved/removed]

<u>March 30th</u>
- Complete data ingestion for real-world decklist winrate data from HSReplay.
- Design and implement *two* more measurement schemes for desirable qualities.
- Collect and analyze data for each match format, across all measurable qualities.
    - Draw conclusions and build understanding based on the results.
- Develop a web interface for this tool.
- Expand our study into tournament deck selection strategies.
    - Develop a tool which makes use of our previous tools.
    - Draw further conclusions regarding qualitative results of match formats.

<u>April 13th</u>
- Develop a web interface for this tool.
- Expand our study into tournament deck selection strategies.
    - Develop a tool which makes use of our previous tools.
    - Draw further conclusions regarding qualitative results of match formats.
- Expand our study into similar games, e.g. MOBA drafting.
    - Develop tool(s) which may or may not make use of our previous tools.
    - Draw novel conclusions about different match formats in these other games.