

Territorial.io Player Data Analysis

by TEGEKEN

I got into this game a few weeks ago and I think it is very fun but fundamentally limited by how restrictive the options for true “strategy” are.

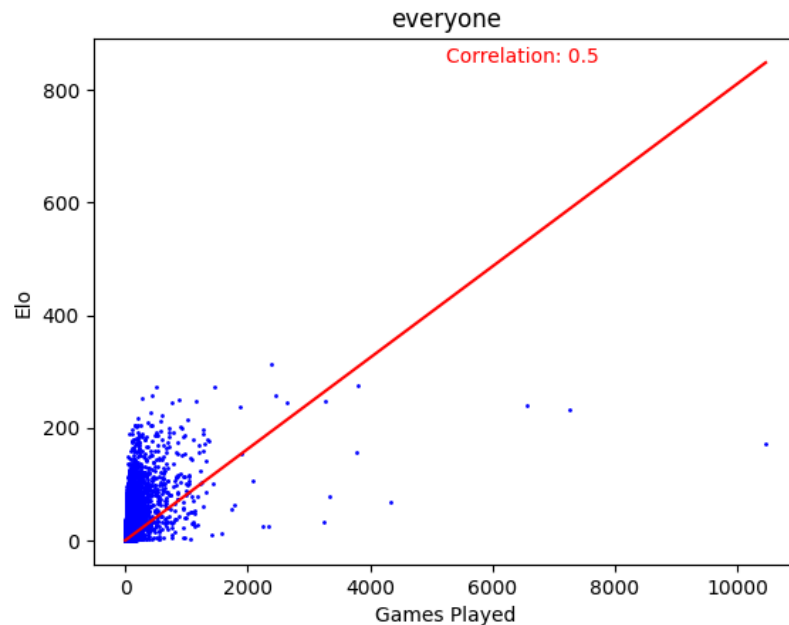
I noticed that in the vast majority of my games, the winner is decided mainly by whoever timed their clicks correctly at the start before any player interactions even occurred. And beyond that, there’s a very small amount of really viable mid game strategies beyond “click on the enemy with the smallest number”, and even when there are alternative options of counterplay, most players do not care or do not notice.

But regardless of your opinions on or critique of the game, this data is hopefully as interesting to you as it was to me.

In the following pages there are some statistics i compiled from the player data at <https://territorial.io/players>

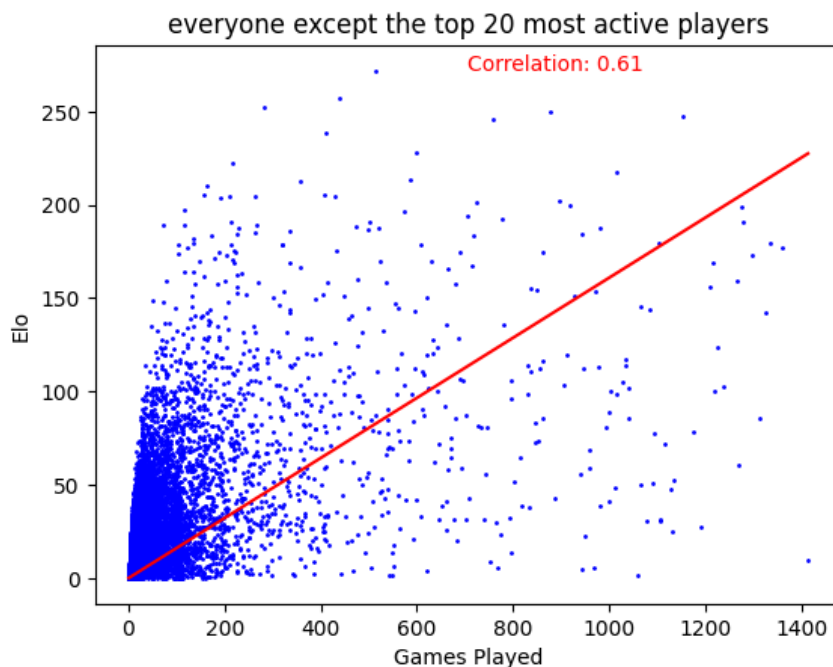
(NOTE: the available player data is exclusively for the 1v1 games, since you do not gain or lose personal ELO from FFA, teamed, or zombie modes)

Plot of elo by games played of the entire playerbase

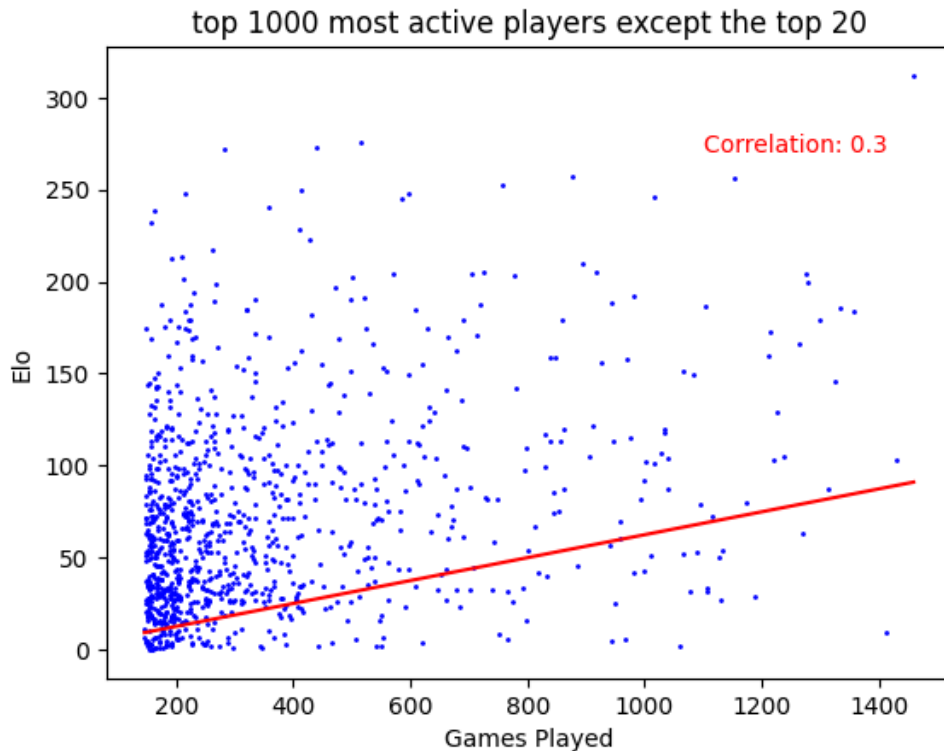


There is a relatively low correlation between having more games played and a high elo, suggesting that there isn't really any clear line of progression for most players.

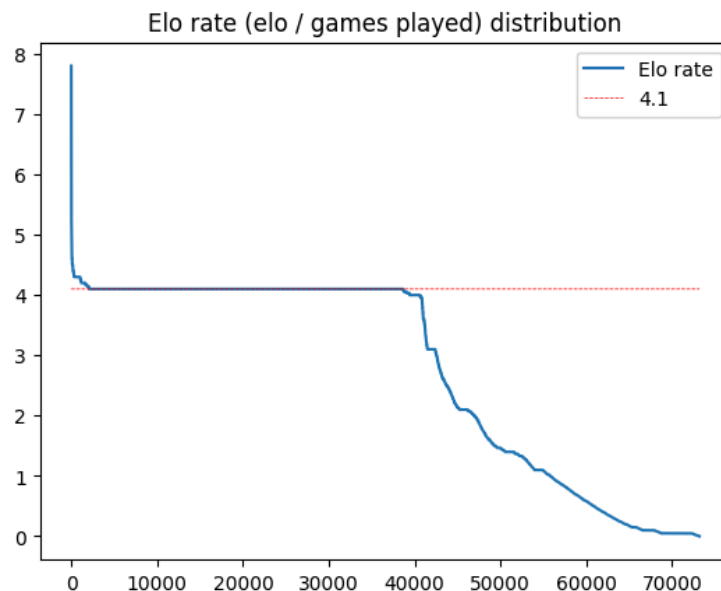
When the outliers are removed, the correlation goes up to 0.61, which is certainly better, however, this is still including a very large number of very inactive players who have only played a handful of times.



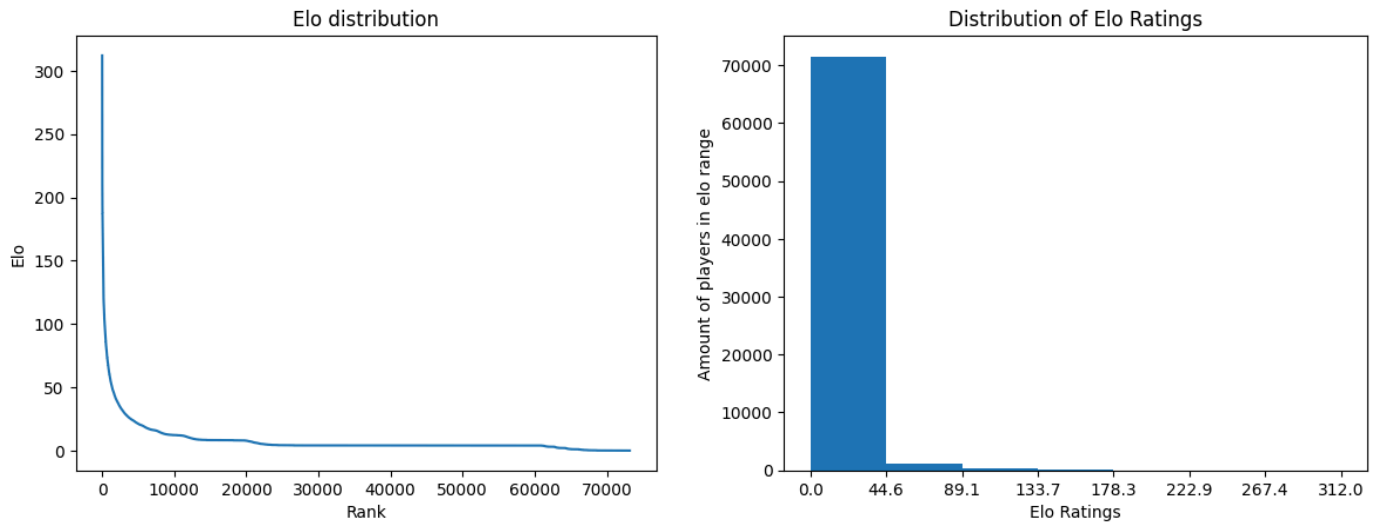
When the inactive players are also accounted for, taking only the 1000 players with the most games played (not the top 1000 in ELO), there is actually a significantly lower correlation.



The high correlation at the start was caused by the fact that a big majority of the player base has exactly 4.1 points with 1 game played, or 8.2 points with 2 games played, which is not a good representative of the people who actually play the game often. It can be seen pretty clearly in this graph:

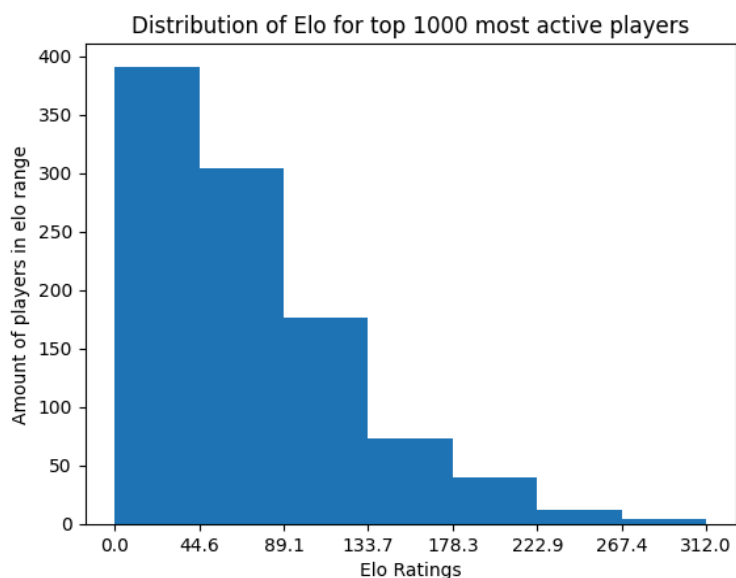


Besides the lack of correlation between playing a lot and being good at this game, there is also the fact that the distribution of players by elo is very steep, here is the distribution for everyone:



The amount of people who aren't in the 0 - 44.6 ELO range is practically negligible. (I picked that as the margin because i am currently roughly at that elo with 20 games played)

Although of course, same as the starting graphs, this is also including the majority of people who have not played many games, here is the same distribution with only the top 1000 most active players (for today, that means having over 140 1v1 games played)



While this one certainly looks more understandable, it is important to note that even among the most active players, there are many who haven't won even a single game of 1v1, and the biggest group is still in the 0 - 44.6 range.