**Group 3 - Project Title:** Champion of Champions! – League of Legends Performance Data in Review

**Team Members:**

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| --- | --- |
| ***[Github Main](https://github.com/Hollow24/Group-3-Project)*** | |
| * Cassian Samaniego [(branch)](https://github.com/Hollow24/Group-3-Project/tree/data_analytics_cassian) * Ran Wai [(branch)](https://github.com/Hollow24/Group-3-Project/tree/ran_data_analytics) | * Joel Watkins [(branch)](https://github.com/Hollow24/Group-3-Project/tree/jwtkns00_data_analytics) * Natalie Smith [(branch)](https://github.com/Hollow24/Group-3-Project/tree/data_analytics_nataliesmith) |

**Project Description/Outline:**

Utilizing Season 10 (Jan 2020 – Current) player data, supplied by the Riot game developer API, our goal is to isolate and understand the performance data to see how top performers rank in specific ranking divisions.

We will utilize random sample sizing to gather users and champions (self-selected characters) to summarize the results of those that obtain higher win percentages and are picked most often within the game interface.

Our theory is that the champions with better performing statistics will be those that most often rank in the higher tiers, are most often picked, and will be found utilizing their successful match history.

**Research Questions to be Answered:**

* ***Which champions have the highest/lowest win percentages?***
* ***Which champions have the highest pick/ban percentages?***
* ***Which champions are played in which role most frequently?***
* What does the champion data in specific ranks show us? What inferences can be made about game play in each division?
* What inferences can be made about character selection and class?
* *BONUS:* Which summoner ID’s are most often a veteran status?
* *BONUS:* How has the pandemic effected game play?

**Data Clean up by Ranks:**

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| --- | --- |
| * **Cassian –**   + Iron (100)   + Bronze (200 ea./50 per tier)   + Silver(200 ea.) | * **Joel –**   + Gold (200 each ea.)   + Platinum (100 ea.) |
| * **Natalie –**    + Diamond (100 ea.)   + Master (100 ea.) | * **Ran –**    + Grandmaster (100 ea.)   + Challenger (100 ea.) |

**Datasets to be Used:**

|  |  |
| --- | --- |
| **PRIMARY:**   * Data from season 10 * [Riot Games API Developer](https://developer.riotgames.com/apis)   + LEAGUE-EXP-V4   + CHAMPION-MASTERY-V4 | **SUPPLEMENTARY:**   * [Blitz GG](https://blitz.gg/) * [Champions GG](https://champion.gg/) |

**Rough Breakdown of Tasks:**

**Cassian: *Data Lead / SME*** – he will lead the group’s education and understanding of the data. He will initialize main data cleaning, visualization, and representation for his respective tier. He will also be responsible for the relation / explanation of the data for respective stakeholders.

**Joel: *Data Lead / SME*** – he will be partnering with Cassian to work and develop our group’s comprehension of the data. He will also be pulling data and cleaning for his own respective tiers. Joel will also be partnering with Cassian to translate the data into valuable understandings.

**Ran: *Data Lead / Data Finalization*** – like all group members, he will be responsible for the data pulling and cleaning of his respective tier. Ran will serve as the data “manager” and will review branches in cohesion with group members to ensure clarity and function before major pushes to the main branches.

**Natalie: *Data Lead / Project* Coordinator** – like all group members, she will be responsible for the data pulling and cleaning of her respective tiers. Natalie will also assist in the written requirements for the project related and not limited to the proposal, report, and presentation.

***All group members will equally deliver observations and conclusions made during the course of their data cleaning in the final presentation.***