League of Legends – Classifier

Classifier

This is a classifier that will take the biography or lore of a player created champion and guess its role. The classifier will then take the input and calculate the weight for each term and each role. There are 6 roles: Assassin, Fighter, Support, Marksman, Mage, and Tank. For example, we would calculate the probability that Term1 is an assassin over the probability that Term1 is not an assassin and then multiply that by 100 to give the user a percentage value. Each role will have their own percentage value. Its kind of like a 23andMe, but with League Champions.

Challenges

Unfortunately, the toughest part about the classifier was my small dataset. There are some roles that have a lot of similar qualities, such as a Tank and a Fighter. My dataset has 39 documents of what a Fighter's lore would look like, but only 19 documents of what a Tank's lore looks like. So my classifier will heavily favor Fighters due to the fact that the chance of it being a Fighter is already ~27% (39/145).

Conclusion

The classifier was the most interesting thing I have done in college. I have been interested in machine learning. I would like to redo this project with a different dataset, such as a Briggs Myer test that allows a user to enter a description of themselves along with all the questions.