

League of Legends SoloQ matches at 15 minutes 2024

- Group_A2_20
- João Coelho, up202004846
- João Mota, up202108677
- Pedro Landolt, up202103337



Specification

- Dataset contains data about the first 15 minutes of gameplay for over 24 thousand solo queue matches;
- There are 14 features for red, and 14 features for the blue team;
- Main purpose of the dataset is to help train models for predicting the winner based on how the first 15 minutes of the match played out;



Related Work

- There are a few notebooks that can serve as reference:
 - <https://www.kaggle.com/code/kirklin/game-winner-prediction-best-76-9-w-eda-finetune>
 - <https://www.kaggle.com/code/fariborz2023/svm-with-linear-kernel-achieving-75-accuracy>
 - <https://www.kaggle.com/code/jordandanh/lol-game-predictive-model>



Description of Tools and Algorithms

- SciKit Learn – Machine Learning library that will allow us to train the model;
- Algorithms:
 - Neural Networks;
 - SVM;
 - Decision trees;



Implementation progress

- Can read files and extract data;
- Can receive user input to predict outcome;

