



## Pitch (LoL Champ Recommender)

- **Introduction**

“League of Legends” is a massively popular online game worldwide, in which various champions exist and the game’s strategy and outcome are determined by the champions’ characteristics and abilities.

- **Problem**

However, new players may take time to understand the characteristics of the champions, and those with little experience may have difficulty choosing the right champion for themselves. The game has a high entry barrier for new users.

- **Solution**

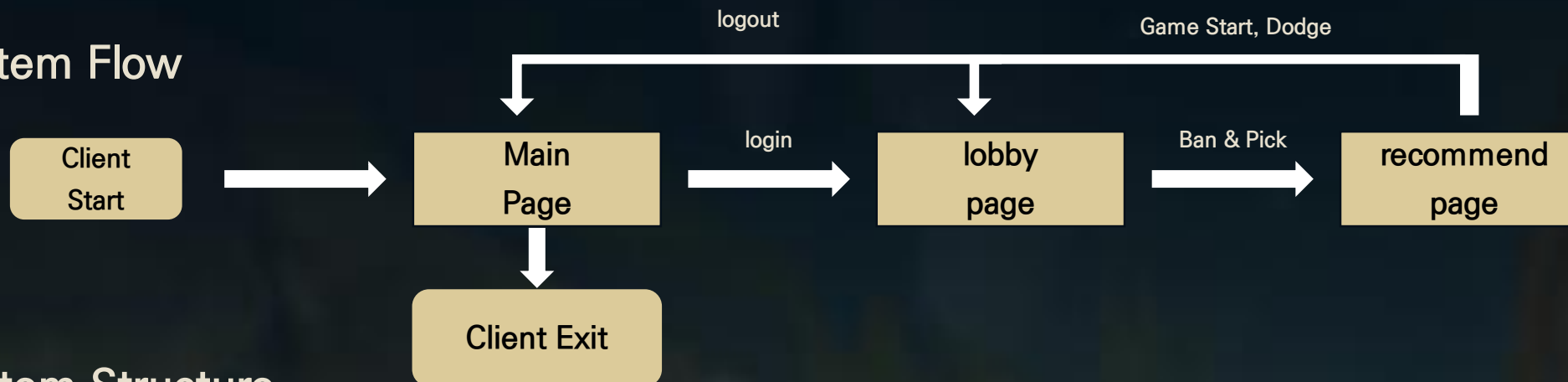
Recognizing these issues, we aim to develop a desktop application that recommends the optimal champion for each position based on the user’s recent and overall game records, as well as the current ban-pick situation in the game.

- **Contribution**

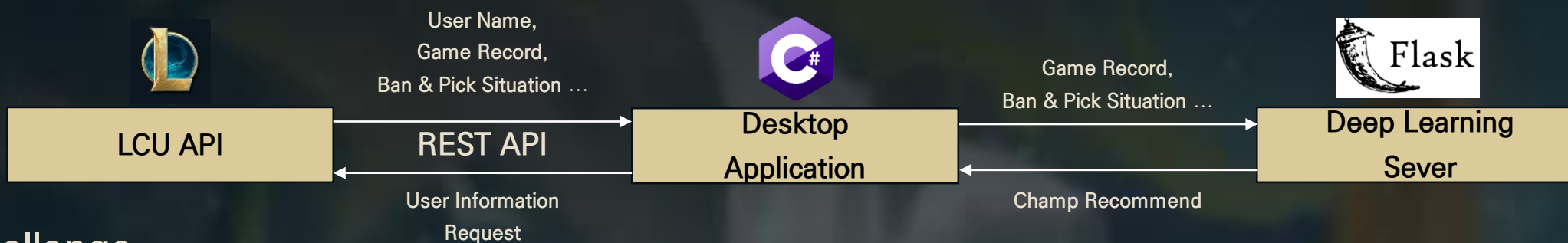
Through this project, we can utilize various technologies such as user interaction, database management, and machine learning algorithms to contribute to improving the user experience.



## System Flow



## System Structure



## Challenge

- Model Design

- 1) Based on the scraped data, we need to determine which features to use.
- 2) We need to decide how to construct our model.

- Server

We have to decide whether to use a serverless approach or a server-based approach for our project.



## Future Work

- Page Design
- Model Design
- Module Communication