# Analyzing Battle Data from Matches in the Mobile Game Clash Royale

### Descriptive:

- What are some cards with the highest use rates (used the most times)? krn

- What are some cards with the highest win rates (on winning deck most times)? krn

- Are use rates and win rates correlated? krn

- Do other card attributes play a role (maybe card levels)? krn

- Are there cards often paired together? Ps kh js

Based on trophy level

Ratio of crowns won to crowns lost

### Predictive:

- Can we predict the outcome of a game based on players’ decks? Ps kh Js krn

- Bundling recommendation algorithm based on what higher levels use ps kh js krn

### Evaluate:

- Do players naturally self-select the best deck according to the model as their trophies increase?

### So What?

- Does the deck rank guarantee success? How big of a role does strategy play?

- Do the dominant players in a game gravitate towards the same skills/resources?

- Is the level of a deck or the types of cards in a deck a better predictor of victory?

- Is the average cost of a deck or the types of cards in a deck a better predictor of victory?

* Basis of identification: trophy level