Prompt: Write a report on the quality of technical support from the framework-providing team. You should attempt to discover something interesting about some domain by visualizing data using your own framework or the framework you used in Part C, and should write a paragraph describing your discovery.

Quality of Tech Support

Tech support was good.

Regarding the framework design decisions we thought it was awkward that the PlayerMatchInfo didn't have a field for player-level individual of the player-level field in the GameData class. Since ranking changes based on the result of a match we thought there could be some interesting applications coming out of having that field per match.

Discoveries in the Domains Explored

Regarding the Competitive Gaming Framework, I discovered that across multiple online games, most players have a 50%-50% win/lose ratio, which even though it seems trivial, it is actually a nice effect of the hard work that goes into matchmaking code developers write for games.

For example, even across games like *Chess* (played in Chess.com) most players have a win/lose ratio pretty close to 50/50 because they are matched against equally leveled opponents pretty explicitly. However, in games like Dota, where gameplay involves more complex strategies and performance relies strongly on your teammates' skills, it's impressive to also see this pattern continue.