

League of Legends Win Predictor

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Overview



Business
Problem



Data
Understanding



Results



App



Next Steps





Business Problem

- Ranked games average game 30 to 40 min
- Competitive gamers need to maximize time



Where would this app be Used?

- Component in 3rd Party Apps
- Stand Alone App



Data Understanding

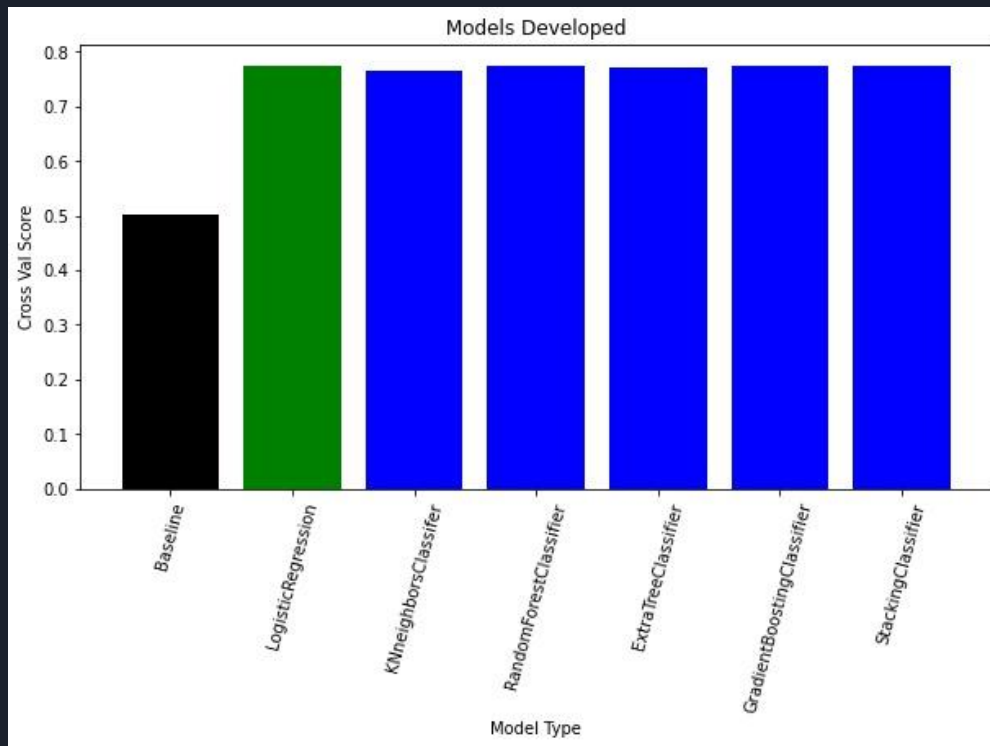
- Riot's Developer Portal
- 14 Features per team
 - Kills
 - Assists
 - Levels
 - Number Dragons Slain
 - Number of Towers Destroyed
 - Vision Score
 - Creep Score
 - Rift Herald Slayed
 - Types of Dragons x 5
 - Inhibitors Destroyed



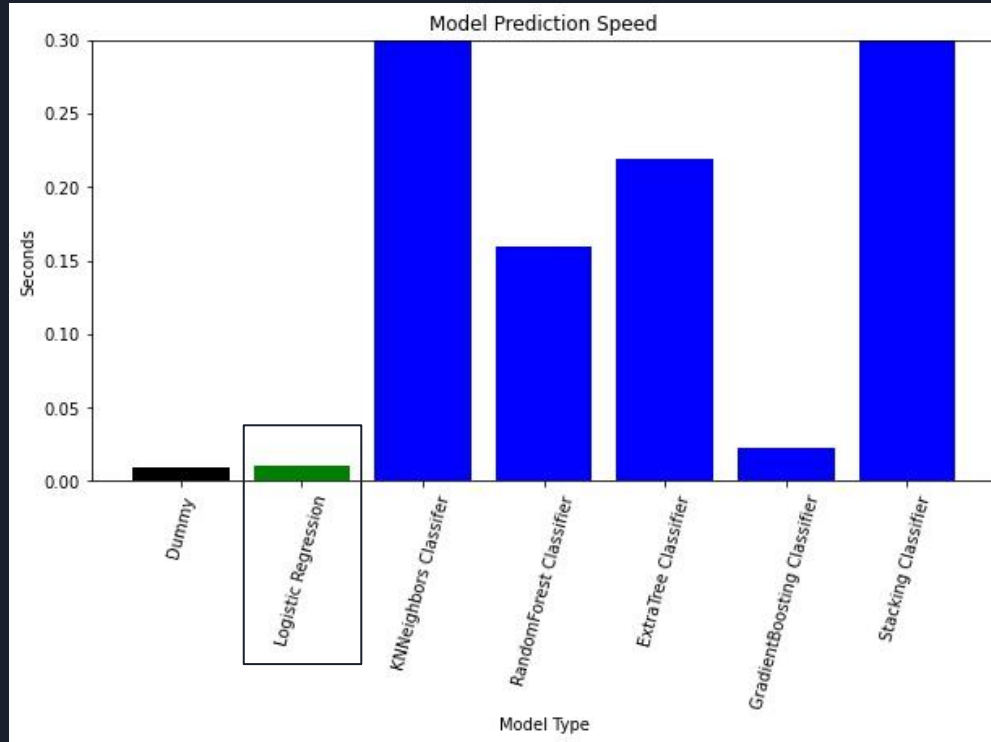
Multiple Algorithms Compared

Multiple models to
choose from

Appears to be a “ceiling”

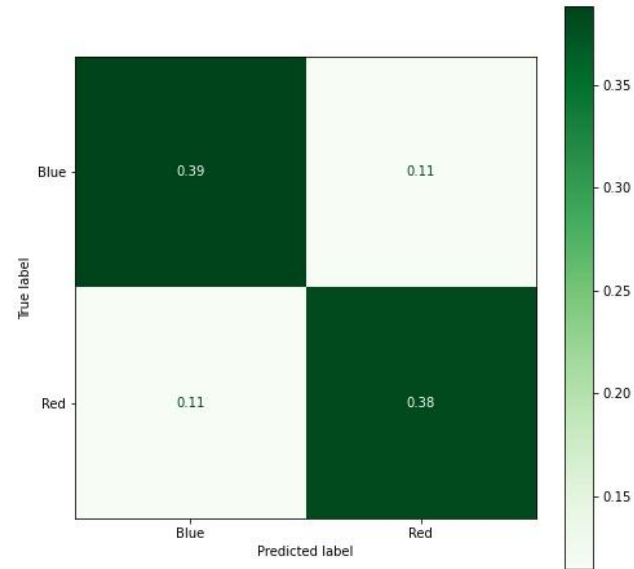


Prediction Speed Comparison



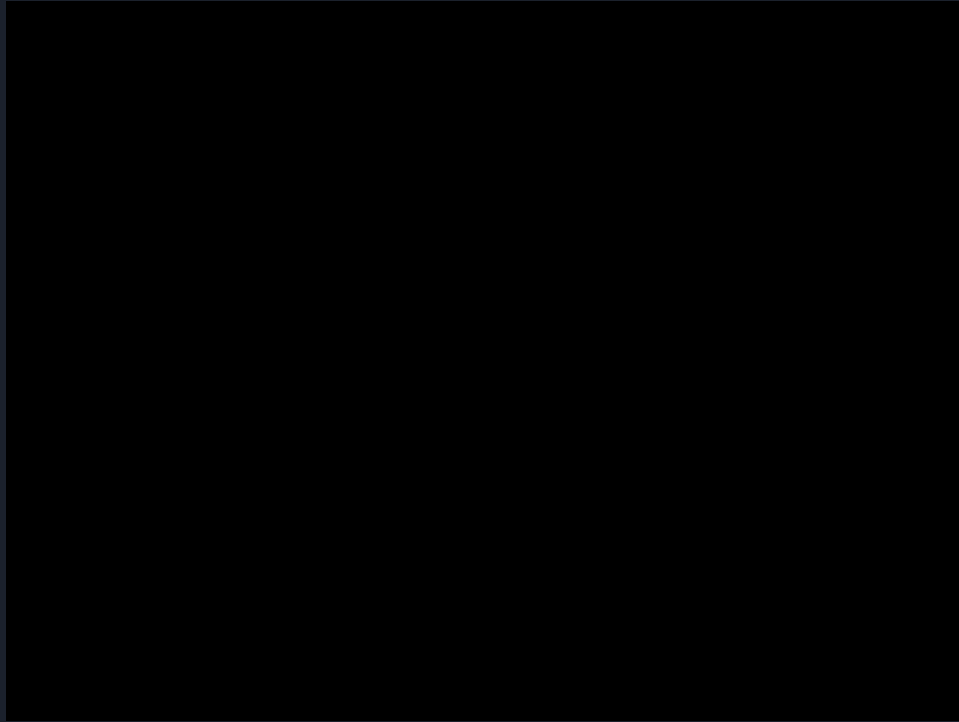
Modeling Performance

Final model :
LogisticRegression
77% Accurate
0.01 sec run time





Win Predictor App





Next Steps

- Get more features for dataframe
- Expand model to all player ranks
- Develop functions for the app to gather live game data so the user will not need to input every feature
- Develop a prediction tool that live updates the winning percentage as the game progresses



Questions

