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Improve your Magic: The Gathering Game With Data Analytics

Magic: The Gathering is a difficult game. It has a complicated set of rules and an unintuitive priority system for determining when a player can act. The game requires years of practice and dedicated effort to become a truly good player. No matter the dedication, no player is immune to the wild variance built into the game. Even the best players in the world don't draw enough land cards and lose a game to a less skilled person because they don't have the resources to even play their cards. Given this, Magic is a game of percentages and averages played over the long run. Continually make the best choice, from deck construction to in game plays, regardless of the specific outcome, and on average you will win more games. You strive to maximize your win percentage by making the best choice with the information you have at each and every juncture. The old adage of losing the battle but winning the war is a good mantra to keep in mind when keeping the habit of playing Magic: The Gathering. Humans are humans though and it is easy to lose sight of the bigger picture amidst a big losing streak. In this project, I propose an app for tracking one's Magic: The Gathering career. Through the use of granular data analytics I aim to provide a user a long term picture of their game, allowing them to spot potential holes they may have and see actual trends in their win percentage across all Magic formats. This system will be implemented in a web app framework that is connected to various outside systems to track other players Magic: The Gather Online ratings as well as community data regarding success of certain deck choices or archetypes. By combining personal information from the user and broader community trends this system promises to help free players from the oppressive nature of variance and show them how good they are and how good they can become.