League of Legends

Processamento e Recuperação de Informação

João Gonçalves, up201806162

Miguel Neves, up201608657

Pedro Coelho, up201806802

Dataset

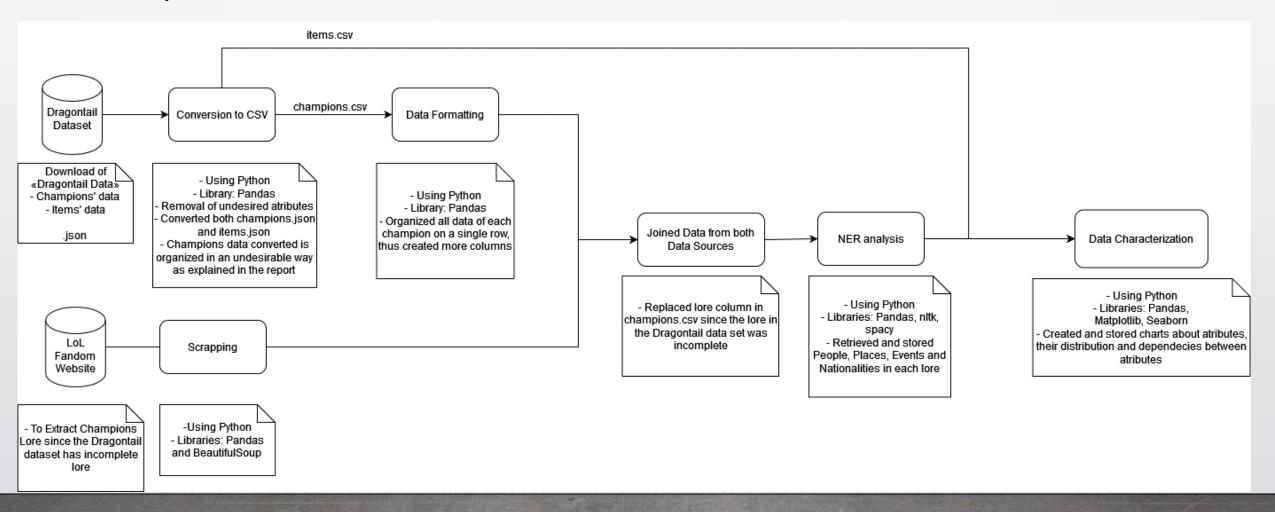
Official Riot Games dataset

League of Legends champions and items

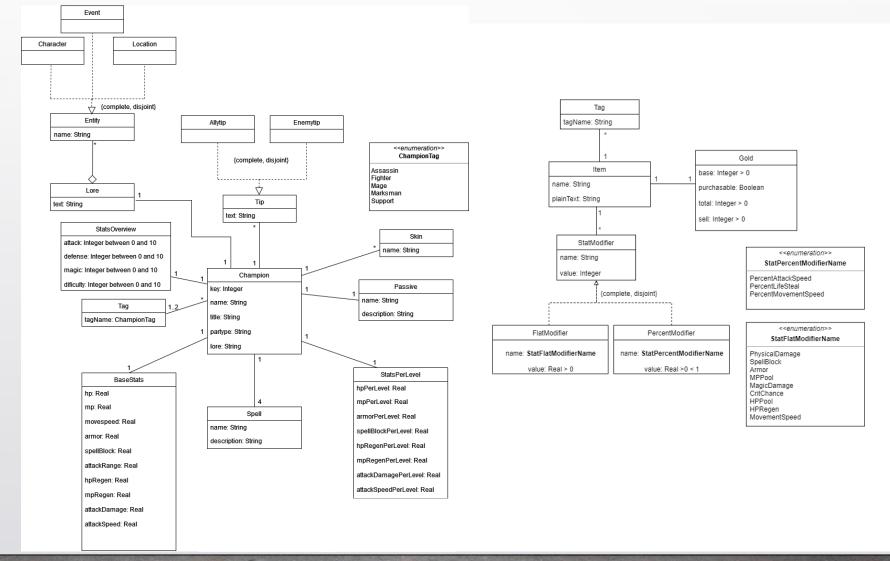
• League of Legends fan created website

Champion Lore by scrapping

Pipeline



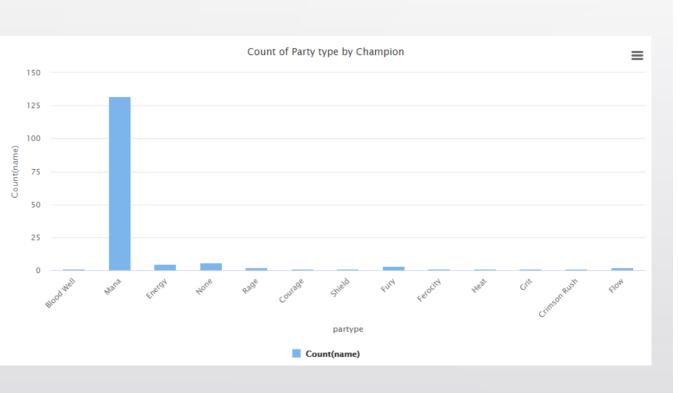
UML

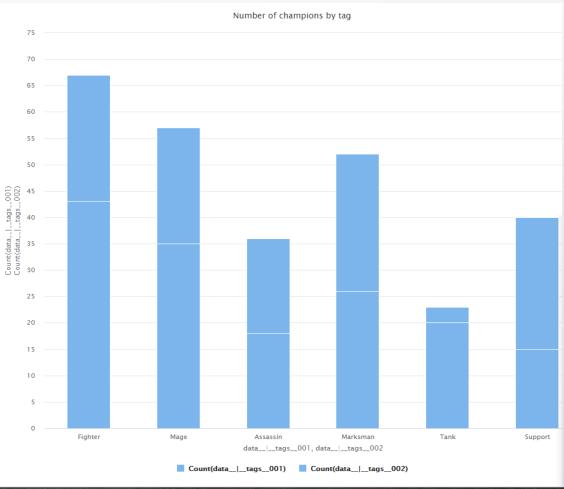


Data Characterization (Champions)



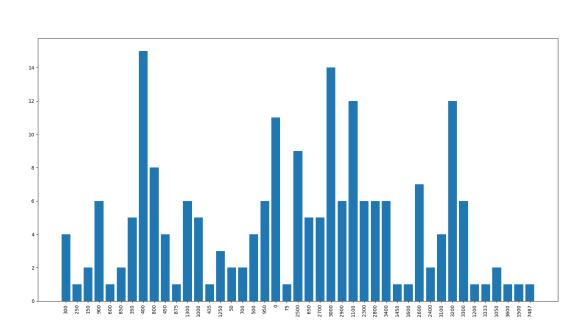
Data Characterization (Champions)



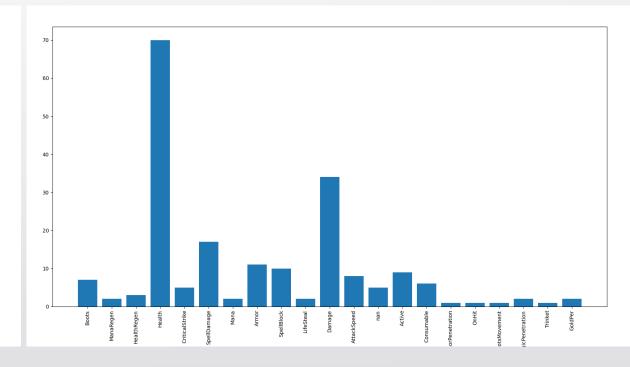


Data Characterization (Items)

Number of items per cost



Number of items per tag



Possible search queries

- Champions with the most base stats
- Items with the most tags
- Champions with the most skins
- Other Champions apearences in <u>Champion</u> lore
- Most dificult Champions to play